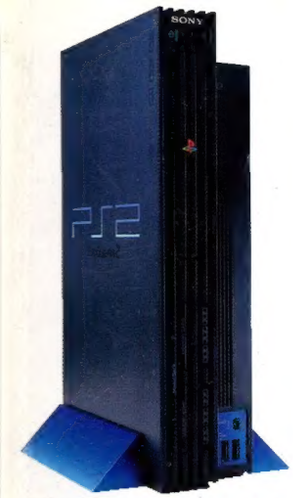

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PSM2

#39

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REVIEWED!

INDIANA JONES AND THE EMPEROR'S TOMB

WHIP IT GOOD!
Hats off for the original Tomb Raider!

FIFA 2004

CAN IT KICK IT?
Has the world's favourite footy game done enough?

TOP SECRET!

JAMES BOND 007 IN EVERYTHING OR NOTHING

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COMPLETE GUIDE: Finish Tomb Raider today!

FIRST WITH

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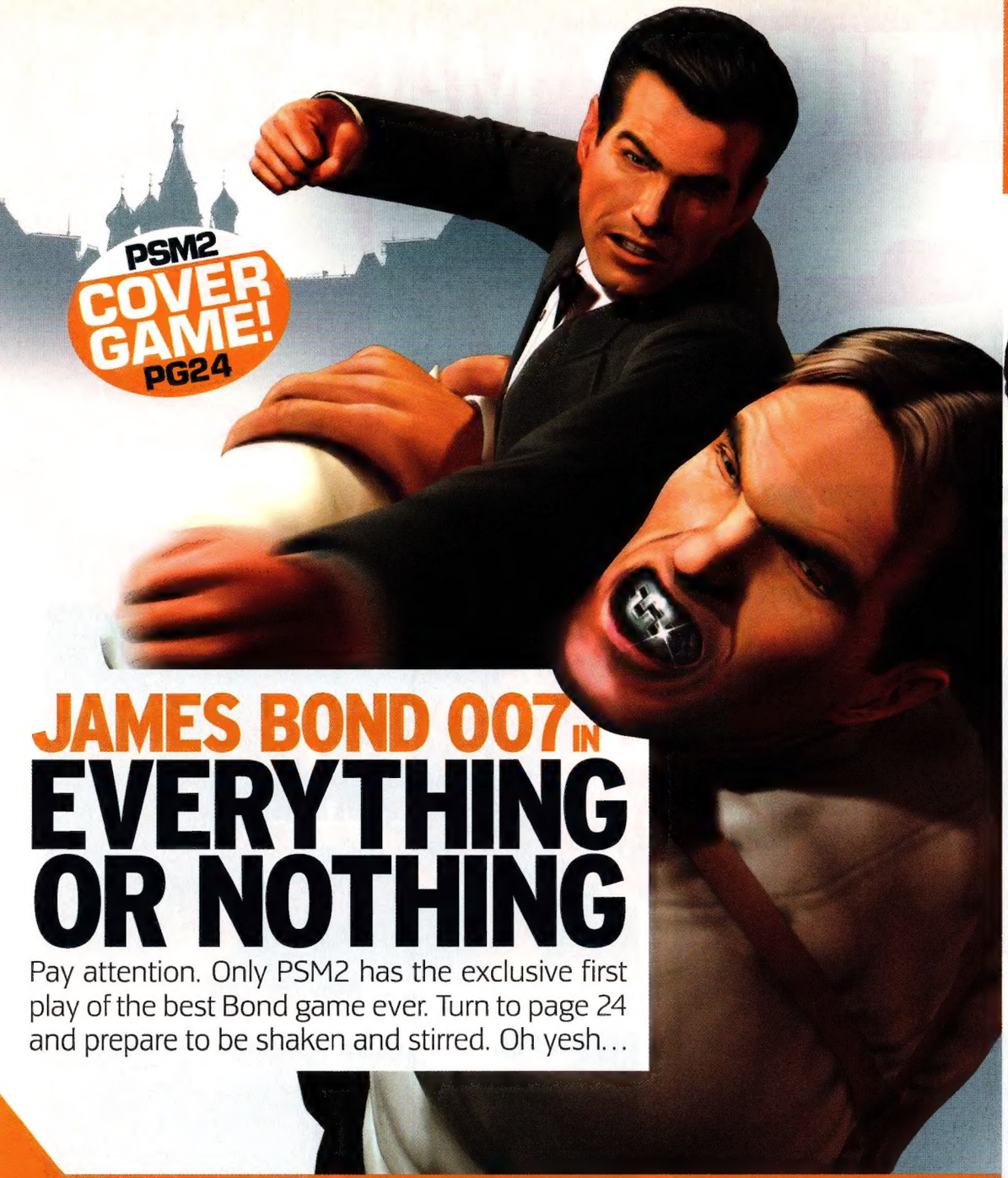

JAMES BOND 007 IN EVERYTHING OR NOTHING

Pay attention. Only PSM2 has the exclusive first play of the best Bond game ever. Turn to page 24 and prepare to be shaken and stirred. Oh yesh...

GIRLS IN BIKINIS ON A BEACH STREWN WITH LAGER? NO THANKS.

Think you look good in those calf-length shorts? Two weeks in Malaga lying in a pool of skin? We'll take the PSM2 option every time.

Summer holidays? Nope. This month Jonnie's been to Vegas and got the inside track on the latest Midway line-up. Dan D's been to Vancouver AND San Francisco to play every new EA game for them. And Dan G's already got his (melting) crayons out planning the *Tony Hawk's Underground* exclusive review.

Ice cold margaritas on the terrace? Nope. It's been hot enough to boil a monkey's bum in the PSM2 office this month and we're still loving it. And monkey's bums can be pretty damn hot. Even when they're not boiling.

The PSM2 widescreen is like a Little Chef's griddle because we've been playing great new PS2 games long into the night. And as for the games themselves, well they're hot enough to melt Cruella De Ville's puppy-murdering heart.

So if you're on a beach, or perhaps reading the magazine while scuba diving off the barrier reef, just think of those PS2 games you could be playing instead. Turn to page 24 and look at how bloody good *James Bond* looks. Flip to page 52 and to see whether *FIFA* has done enough to beat off *PES2*. And if you read *one thing* this issue we suggest you head for Jonnie's definitive *Conflict Desert Storm 2* review. Now who's the fool? See? That pool isn't looking so inviting after all, is it?

Drop the Ambre Solaire, get some bloody clothes on and join us. Your PS2 is all the summer you need, so pop another log on the virtual fire. We're just getting warmed up...

THE PSM2 TEAM

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

PLAYSTATION 2 MAGAZINE

PSM2

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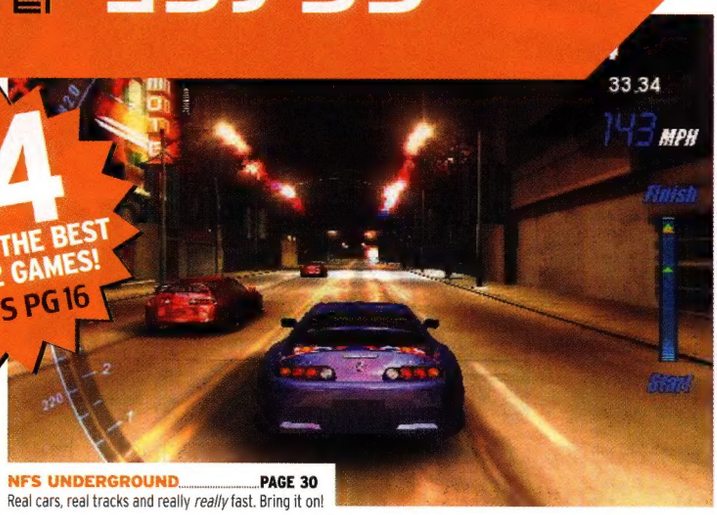
PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

34 PAGES OF THE BEST NEW PS2 GAMES! STARTS PG 16

PSM2 IT'S GOT A LICENCE TO BRILL! PG24

WORLD EXCLUSIVE!



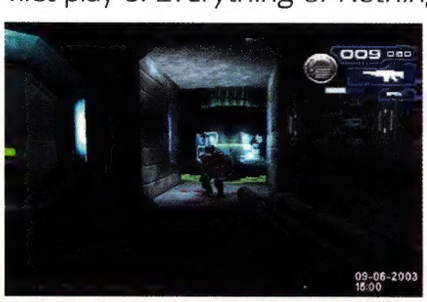
NFS UNDERGROUND ..... **PAGE 30**
Real cars, real tracks and really *really* fast. Bring it on!

INDIANA JONES ..... **PAGE 76**
We review the game that *Tomb Raider* should have been.

TONY HAWK'S UNDERGROUND ..... **PAGE 34**
Keeping skateboard real for the people. Y'all.

JAMES BOND 007: EVERYTHING OR NOTHING

Picture the scene. EA HQ, San Francisco. A building swarming with security guards. And us paddling across the ornamental fountain with a duck strapped to our head... All this to bring you the exclusive first play of *Everything or Nothing*. The name's SM2. P-SM2...



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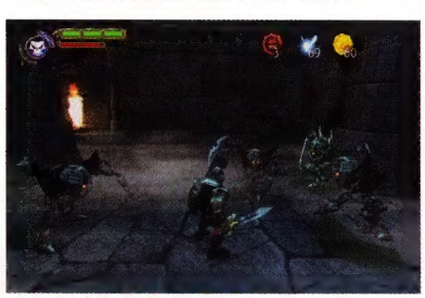

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We've played it - and it's the absolute motherload.

FIFA 2004 ..... **PAGE 52**
Find out how you improve the biggest game in the world.

CONFLICT DESERT STORM 2 ..... **PAGE 60**
World exclusive review. Urban warfare shouldn't be this much fun.

YOUR QUICK FLICK GUIDE!

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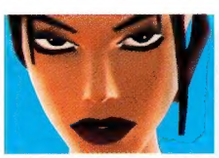

"LANGUISHING IN A PIT OF SPIKES? WE'LL HELP YOU FINISH TOMB RAIDER TODAY" - TOMB RAIDER TIPS, PG106

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WE RECOMMEND YOU GO HERE FIRST...

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If you're keen, you've already seen this month's awesome DVD. If not flip the page and check out what you've got to watch when you get home...

12 LETTERS
Find out what *real* PS2 gamers are talking about.

24 JAMES BOND 007: EVERYTHING OR NOTHING
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60 CONFLICT: DESERT STORM 2
The last game was a milestone. This new game is everything you ever wanted in a wargame and a whole lot more besides. Exclusive first review right here.

ISSUE #39 "MY WORD IS MY BOND"
When they put Jaws in it we were excited. When they added Oddjob and Baron Samedi we nearly fainted. And when they added Heidi Klum and Shannon Elizabeth we very nearly exploded.

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PSM2DVD 39

PSM2 is in the hizoose! Our badass DVD has got what it takes. Keeps the competiton guessin' just like Indy hates snakes. Beeatch!

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VOL. 39 The HOTTEST games // Th ST disc // The No.1 choice
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NEW! FIFA 2004
NEW! R RACING EVOLUTION
NEW! 13
15
WORLD FIRST!
CONFLICT DESERT STORM II
INCOMING! Storming NEW footage of the Gulf War stunner. Do not miss this!
THE LORD OF THE RINGS
THE RETURN OF THE KING
BRAND NEW!
RINGIN' AND BLINGIN'
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CONFLICT: DESERT STORM 2

If you enjoyed *Conflict Desert Storm* as much as we did, you're going to go mental for SCi's upcoming sequel. It's frikkin' brilliant – and that's why we've pulled out all the stops to bring you both the exclusive review *and* a world-first look at the brand spanking new trailer. It's the absolute dog's – and you'll find everything you need to know only here in PSM2.

Donning our cloaks and pointy hats, we also return to Middle Earth for another exclusive gander (alf) at EA's jaw-dropping *The Return of the King*, in an extravaganza of unseen footage. *Colin McRae Rally 04* also features this month, with some bee-eautiful in-game action, to be found heading up Accelerator. And that's just the aperitif – there's an entire banquet of PS2 in here just waiting to be devoured. Well, what are you waiting for? Go on, tuck in... ahem.

GET THE MOST FROM YOUR DISC...

DOLBY 5.1 SOUND

The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound. If you don't have the gear, fret not. Our disc works perfectly in stereo or mono.

PIN-SHARP PICTURE

We've optimised the presentation of the disc to provide high quality playback on any TV using any connection. But for maximum enjoyment, we recommend you get hold of a lead with S-Video connection for your PS2 (around £15). Either that or watch the disc in RGB-o-vision with a regular DVD player.

SYSTEM MODIFICATIONS

Want to make your DVD playback even louder and sharper through the lead that came with your PS2? Simply pause your disc (by pressing ▶) and locate the Set-Up option (top row and right). Go to Audio options and set the DVD Volume option to +2. Do the same for DVD Sharpness.

COMPLETE BUYER'S GUIDE

The PSM2 DVD isn't just a monthly collection of the hottest in-game action from the biggest new titles. It also features a review vault of every PS2 game, plus video-reviews of our top recommendations. Finished watching the footage? Try out our unique branching directory.

SHHH. IT'S A SECRET...

Finally, when you think you've explored the disc completely, you haven't. We've deposited some secret footage on the DVD. As always, we'll reveal where it was and what it was next month. In the meantime, to find out how to unlock last disc's egg, see over there...

THE BEST GAMES • THE BIGGEST DISC

NEW TO PSM2? START HERE...

1. THE MONOLITH

After thrilling to our full-on DVD intro, your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

THE MONOLITH: Here's where your journey starts. Explore every section to release three and a half hours of entertainment.

2. GETTING AROUND

Whether you're using a DualShock 2, PS2 remote, using a PC's mouse or simply watching through a DVD player, it's simple to find what you want. Here's the PS2 basics...

While you're watching Reviews, click down the R3 Analogue stick to hear an alternative soundtrack.

3. BROWSING

Your DVD has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these is split further for your ease and entertainment.

THE SUB NAVIGATOR
In each section you can move the blue highlight left to this column and choose similar parts of the disc.

MAIN MENU
Move the blue highlight down here to access all the other sections of the DVD – no need to go back to the start. Magic.

GAMES
Scroll the blue highlight up and down here – click ⊗ once to select, then again to play.

EASY GUIDE Orange shows you what section you're in, blue what you're about to choose.

THIS MONTH'S HIGHLIGHTS...

LOTR: THE RETURN OF THE KING: In-depth exclusive look at EA's blockbuster sequel.

HARDWARE: SCEE's online car-battler laid bare by PSM2.

COLIN MCRAE 04: Brand-new rallying goodness from Codemasters.

R RACING EVOLUTION: *Ridge* is back! Check it out right now.

ACCELERATOR

The biggest developments from around the globe in one eye-rinsing news burst.

Press ⊗ to play the newsreel.

COMING SOON

Home to upcoming games, it's split into five zones.

Hands-On Previews
All the latest game footage and trailers.

Developer Insight
We corner friends from the videogame world and make them speak for you.

Spy Cam
Our game spies are always ready to bag behind-the-scenes footage that other mags wouldn't even dare to record. It's exclusive, for your eyes only.

Overload
It's the best of the rest – exactly the same as in the magazine.

Import Round-Up
From hot new games to multi million best sellers. Here's what's moving and shaking in Japan right now.

Press ← to use the Sub Navigator and make a selection.

REVIEWS

All the insight of PSM2's famous reviews on a DVD.

Recent Releases
See 'em in action, check the PSM2 verdict and listen to the team emptying their heads into your ears.

Absolute PS2
A unique branching directory of every PSM2 review – an essential resource, updated every month.

Must Buy
We've broken down the entire PS2 back catalogue into popular types of game. Choose your favourite genre, and then check out our recommended titles – click ⊗ to see the review and R3 for commentary.

Press ← to use the Sub Navigator and make a selection.

I3: Glorious in-game footage of Ubi Soft's ace FPS in action.

PRO TIPS

No other mag brings you top guides and reader show-offs.

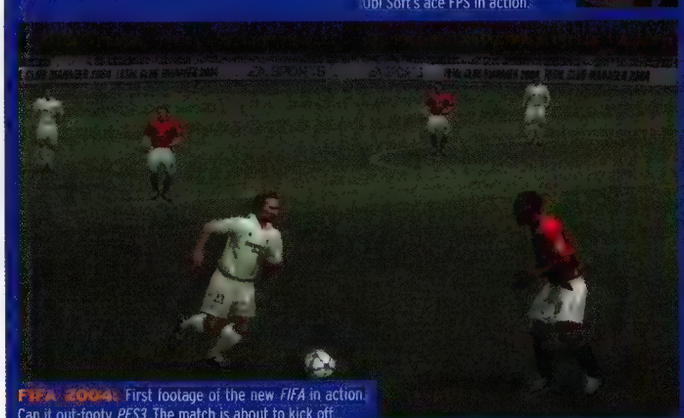
Pro Dojo
We want to make you famous. Take part in our challenges (see pg98) and earn a place in DVD history. Note: the quality of playback may suffer due to source material being supplied on VHS.

The Experts
We single out a star performance each month. This can be from one of PSM2 team, the game's developer, an award-winning pro gamer, or you.

Access All Areas
A massive volume of life-saving tips, codes and cheats.

Press ← to use the Sub Navigator and make a selection.

CASTLEVANIA: Full three-minute trailer of PS2's take on Konami's long-running series.



FIFA 2004: First footage of the new *FIFA* in action. Can it out-footy *PES3*. The match is about to kick off...

EXTRAS

You'll find Showreel and Random Factor selections hidden away here. Play the entire content of the disc in order or – hey! – at random.

LAST MONTH...

Issue 37's secret is some footage of a *GT4* online competiton that was held at this year's E3. To find it, head to Extras, highlight the Nav Bar at the bottom, and go right. Ker-ching!

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

GAME

WINNER!

Every issue, the writer of the Star Letter gets the PS2 game of their choice in return, courtesy of the bright sparks at GAME. Simply tag which game you'd like to the bottom of your letter or email and, if you're the chosen one, GAME will be sending you a copy to your door. Now – entertain us and your fellow readers...

DARING TO BE DIFFERENT

"THE TIME HAS COME TO QUESTION YOUR MOTIVES IN DISRESPECTING THE NEW TOMB RAIDER GAME"

Dear PSM2

This is the first letter I have written to your magazine, mainly because I am a quite satisfied reader who has been reading PSM2 since issue one. However, the time has come to question your motive in disrespecting the new *Tomb Raider* game and giving it a 58% review. Was this a shock tactic?

Although the game might not be perfect and has several control flaws (which seems to be your main gripe) after several plays, I have been able to master the controls and it does not hinder or affect the gameplay. The (large) loading time of each scene is annoying, though. So by having patience with *Tomb Raider*, it is an above average game. The game is similar to *Prisoner of War* in its atmospheric music and gameplay, but is far superior. But *POW* scored 73%.

This review then got me thinking back to games already scored by yourself and how you perceive gamers will believe the game should be scored – ie, *GTA Vice City* is not on a par on *GTA3*. *GTA3* is a far superior game in its originality, with three islands, subway, mono rail, better missions. Yet you bowed to pressure that *Vice City* is the best thing since sliced bread.

SOS: Final Escape and *Ico* are quality games which lack big media support, but deserve more coverage in your magazine instead of pages of pointless fighting games which have a small lifespan. Let's hope future games like *Broken Sword* get as much coverage and a score the game deserves and not scores to please or shock the readers. Apart from that gripe, keep up the good work.

Mr Gary Evans

Via email

We stand by our *Tomb Raider* score. No shock tactics, promise. We like your style, Gary, but we guarantee that when you see what we've got planned for (the brilliant) *Ico 2* you'll forget all about giving *Tomb Raider* the benefit of the doubt. And *Vice City* IS better than *GTA3*...

This is your chance to air your views on the hot potato of the moment: Are you online yet? Is it an expensive con, or the best thing ever?

EMAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

MORE TOMBS

Dear PSM2

After reading your review of *Tomb Raider: TAOD* I was quite surprised by how low the percentage was. Although I haven't played the game yet, you seem to have given it a lower score than any other review of the game I've seen.

But then I thought it's just PSM2's way of rating games. You've done it with a number of sequels, where if it hasn't been improved in every area then you usually give it a lower percentage than its predecessor, and you usually say that if you don't have the first game then buy the sequel.

So I was wondering if it's a similar case with *Tomb Raider: TAOD*. I mean if you didn't have any of the *Tomb Raider* titles, would you buy one of the PSone titles instead of the latest and, apparently, worst one of all?

Jack

Via email

Yes. Buy PSone *Tomb Raider 1* (known as just *'Tomb Raider'*). It craps all over the others.

MORE RAIDING

Dear PSM2

58%? Are you mad? This is classic *'Raiding*. It's fantastic, I can't put it down. OK, so the controls take a bit of getting used to (all of about five minutes), but apart from that it's at least an 85%. Get a grip.

Glyn

Clacton-on-sea

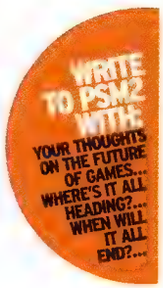
We hate to admit when you're wrong. But you're wrong.

MORE TOMB RAIDING

Dear PSM2

People at my school are always dissing magazines reviews, saying that "Oh PSM2 gave *Tomb Raider* a 58%" and "That magazine always gives Sony games high marks!"

To the point. I've been collecting PSM2 ever since I got my PS2 (since issue 18), but I've also bought other magazines for short periods of time. But the only reviews that I can trust are PSM2's. I know that if you gave *Tomb Raider* 58% it means that it has some serious faults and is only just above average.



The point of this whole letter? Well, to all those people who criticised PSM2's review, you need to know the magazine, and the way it reviews games and the scoring system.

The people who review games have put a lot of effort into producing reviews. PSM2 reviewers give their opinion on what the game is really like as a hardcore point of view mostly, but on some occasions also as a casual point of view (getting someone else to play). Add this together and you'd get a very good score which would suit both hardcore and casual gamers.

I've played *Tomb Raider* and think it deserves 58%. Spot on review.

Paul MacDonald

Via email

This seems like a good place to stop the letters about *Tomb Raider*.

LARA LAUGHS? *Tomb Raider*? Looks very nice, handles like a moose in treacle. We're sick of it already.

THE PSM2 RAGE GAUGE

TOMB RAIDARRRRRRRGH!

Dear PSM2,

I've got *Tomb Raider: Angel Of Darkness* and I would like to say how mad I am at Eidos and Core for releasing such a buggy and shit game.

Jumping and disappearing in to floors that never end? That's not meant to happen. Getting stuck on ladders? Dodgy textures that leave holes in floors? Come on, Core, this is a final product! And those loading times!

If you're planning on emailing either Core or Eidos, don't bother. Myself and a few other people have emailed them and are still waiting for a response.

Craig McKenna, Via email

STOLEN: GTA4

Dear PSM2

I want to talk about Rockstar. In my opinion, and lots of others, they are THE BEST game company ever. I mean look at the games. You've got *Grand Theft Auto 1, 2, 3* and *Vice City*. Then you've got *State of Emergency, Midnight Club 1* and *2* and plenty of others. Now I would suppose that you guys would have heard the rumours or facts that Rockstar's contract with Sony is ending towards the end of the year, and that the PS2 people might not renew the contract. How could Sony betray Rockstar like this? How could they not renew the contract of the games company that has made them the most money?

Now if this is true, Rockstar will then make games for the Xbox. In my opinion, if this happens then Sony are going to lose a lot of money. I mean who can imagine a cover of *GTA: Vice City* with a frigging green Xbox logo on top of it? Could *Vice City* be the last *GTA* game that we will play on PS2? I certainly hope not.

Matt

Via email

Our understanding of the deal is that the next *Grand Theft Auto* will once again be a PS2 exclusive, so don't wet the bed just yet. Sony know how valuable *GTA* has become to them, and you can bet the notoriously tough-talking Rockstar are shafting them for as much money as possible. Mind you, *Vice City* could indeed be the last *GTA* on PS2, as our spies insist that the next episode will

AUTO-EROTIC
Funny how the readers with the most ideas about *GTA* are so excited that they don't even want to slow themselves down with commas...

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

BEST
Which is the best game out of *Jak & Daxter*, *GTA3* and *FF10*?
Gav, email
Give us a minute...

DEVIL
I was looking at another PS2 magazine and it mentioned *Devil May Cry 3*. I didn't buy it because I prefer your magazine. Can you confirm *DMC3*?
Sonia, email
***DMC3*? No. *Onimusha 3*? Oh yes...**

YOU GET
Out of these three games, which two would you get: *Enter The Matrix*, *Shinobi*, *The Hulk*.
Tom Warren, email
***Matrix* and *Hulk*.**

JAPANESE
I've got an import PS2. It's English, but it plays games from all regions. I'm getting *Winning Eleven 7*. If I get broadband will I be able to play against Japanese players?
Cran V, email
No.

VETS
What happened to that vets game?
Paul Knoll, Cardiff
Sorry? What?

be a PS3 launch title. So that's good news or bad news depending on how you look at it.

PICK UP A PENGUIN

Dear PSM2
Are you going to ask people to write in with suggestions about what should be in the new *GTA*, or is that, like, sooo last year? Here's my ideas anyway. It's either write this, or do the washing up and then watch a bunch of people doing the washing up on Channel 4.

Anyway, to the point. I think there should be a zoo in *GTA5*. Yes, this sounds a little dull, but imagine if there were an earthquake and all the animals escaped into the city. Lions mauling people, a herd of elephants rampaging down the street. Penguin attacks. You could have a sub-mission where, if you get into a zoo van, you have to round up the animals. A bit like the taxi and vigilante missions in previous games.

So there you are, that's my idea. Oh, just thought of something else. You could tame an elephant, then ride it around trampling people, or even put out fires!
Michael Farrell
Via email

Penguin attacks are certainly top of our list of 'most wanted *GTA5* features'. And we like your assumption that elephants would be good at putting out fires. Is that on account of their their aim-able noses or their cavernous bladders?

CHIPS

Dear PSM2,
I'd like to share a revelation that I've discovered with you – it concerns network gaming.

I have two PS2s, one which I've had since it first came out, and another which I've just got. Early machines are difficult to chip, so I got a new one, as I'm a bit of an import fan (and want to play import games).

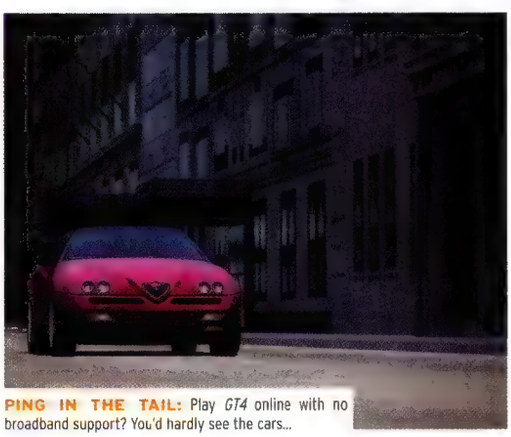
My girlfriend bought me *Twisted Metal: Black Online* and, as you know, it comes with the Network Adaptor. I know a bit about online stuff, so I registered the MAC address with Blueyonder, and waited about ten minutes for it to go through, then tried getting online.

I have been using the chipped machine over the past two weeks, but every time I did the Diagnostics test, the system just froze on me. I then thought I would try my non-chipped PS2 and – guess what – it works fine. In fact it worked first time, auto-detected everything, and logged on all in one go.

So if you do get lots of people writing in to say they can't get online, this may well be why – chipped machines don't seem to work. I did contact the Sony helpline and asked them outright if a chipped machine would have difficulty connecting, but they didn't have a definite yes or no, just a maybe.
Steve
Via email

We'd love to say that this is a surprising and informative letter, but the notion that Sony has included some kind of 'chip-check' into the online connection is about as surprising as finding out that Gareth Gates has a small donger.

Have you ever tried playing *Primal* with a less well-specced third-party joypad? Guess what? They don't work. Gosh, it's almost as if Sony have made loads of money and want to make loads more, isn't it?



PING IN THE TAIL: Play *GT4* online with no broadband support? You'd hardly see the cars...

"THE NOTION OF A SONY ONLINE 'CHIP-CHECK' IS ABOUT AS SURPRISING AS FINDING OUT THAT GARETH GATES HAS GOT A SMALL DONGER"

BROADBAND

Dear PSM2
Being in Australia, I get your magazine one or two months after the actual issue date, hence my writing about this topic so late.

It's sad to see that you guys give PS2 online such a bad rap. I can appreciate that Sony have fumbled around with its official launch, diminishing any hope of it being a real success (I just want it so I can play *Final Fantasy 11*). However, the whole deal isn't as bad as article's writer (or in fact Sony themselves) make it out to be.

First, broadband isn't REALLY required for play. The idea behind the 'broadband required' thing was to ensure that players have decent pings (response times, the time it takes data to travel between you and the server, for those who didn't know). This saves a lot of frustration and time for the average gamer who complains that his PlayStation2 is stuffed because the characters 'jump' around the screen on his $5/month Super Duper Fast Dialup Internet (TM). In fact, any game should be playable at any ping under 250ms.

So broadband isn't really a necessity, just a recommendation. Sony cover themselves by saying it's required, because not everyone understands the concept of 'pings'.

I think that in the end PS2 online will be more of a success if it shakes off some of these rumours. I'm looking forward to buying *SOCOM* when it comes out, and have great expectations for *Final Fantasy 11* and other online RPGs.
Brendan Chant
Via email

No. Trust us. In the UK at least, broadband IS required – there's one socket on the back of your Network Adaptor, and that's for a broadband lead (with an RJ45 plug on the end). We assume that you mean that Sony *could* have included dial-up if they wanted (just like they did in America) and that – feasibly – the system *could* work on dial-up. Yes, indeed, it's true that it could work but you'd get all the effects you describe so they've decided to – ahem – keep things simple with a strictly broadband-only solution.

As for PSM2 being down on the PS2 network, you may have a point. As soon as there's one brilliant PS2 network game we'll play it.

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

BLACK ONCE AGAIN: Isn't everyone getting a bit sick of playing the same decent-ish shooty car game?

We hate the fact that you still need a PC to 'configure' your broadband connection, and at least some degree of computer know-how is required in the first place to make the whole thing work. That's just not what PlayStation2 is about.

That's not to say that we'll always be down on the PS2 network. A hundred years ago people didn't climb into metal tubes with wings and allow themselves to be fired across the Atlantic. Now we're all at it. When things get easier and better, we'll start singing its praises.

ICS CONNECTION

Dear PSM2

I've just recently purchased the PS2 Network Adaptor. After getting it home and finally managing to get into the packaging I put it on to my PS2. After hearing the woman on the network start-up disc babble for a few minutes, she then told me that I needed the serial number and product number! And where was this? On the back of the Network Adaptor! So I had to unscrew the whole thing and put it back on again. I think Sony should have thought this through more. I then also attached it to my PC using the ICS connection, and found out that I didn't have the right cable, so off to the shops to buy a crossover cable! After this, everything went smoothly. The initial panic I had subsided, I got down to playing *Twisted Metal Black: Online* and started to think: now we have the Network Adaptor, why doesn't PSM2 have a monthly battle with its readers on different games? The date, time and game could be specified in each month's mag along with the server name and what username you've got.

Andy Webb

Via email

ON THE BALL: Fear the day Dan sets up his 'Play Me And Lose' football tournament. Seriously.

DON'T WRITE TO PSM2 WITH: I DON'T LIKE YOUR CHARLIE'S ANGELS SCORE... WHEN IS HAVEN 2 COMING OUT?...

Y'see, you said 'ICS connection' there. You very nearly lost us, Andy.

Playing games online at set times shown in the mag? Have you been reading our secret file of 'Things We Will Be Doing Very Shortly' again...?

And we loved the serial number story. Proof that anyone who has anything to do with designing anything that goes anywhere near online is a sub-human, robo-gimp.

DON'T TRY TO KILL YOU

Dear PSM2

I think it would be cool if a *GTA4* online game came out where you could choose your gang and the more you fight in gang wars and the better you fight you can get bodyguards, and at the end of the game you become a don and to get money you have to hire people to do a bank and pay them so that they don't kill you.

Nassim Ouerdane

Via email

Dude. Full stops. Give them a try.

A POUND

Dear PSM2

I just finished *FIFA 2003* on World Class and I came sixth with Liverpool. Then I had a look at who was promoted: Derby, Wolves and a team called LONDON? Who the fuck are LONDON? Did EA buy all the top players and teams for a pound?

Luke

Via email

Superb.

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-o-gram.

YOU WHAT?

Who's been saying what this issue.

The *'Raider'?*
GTA4 rumours
PS2 Network
Crap games
Is there a God?

PLAYSTATION 2 MAGAZINE
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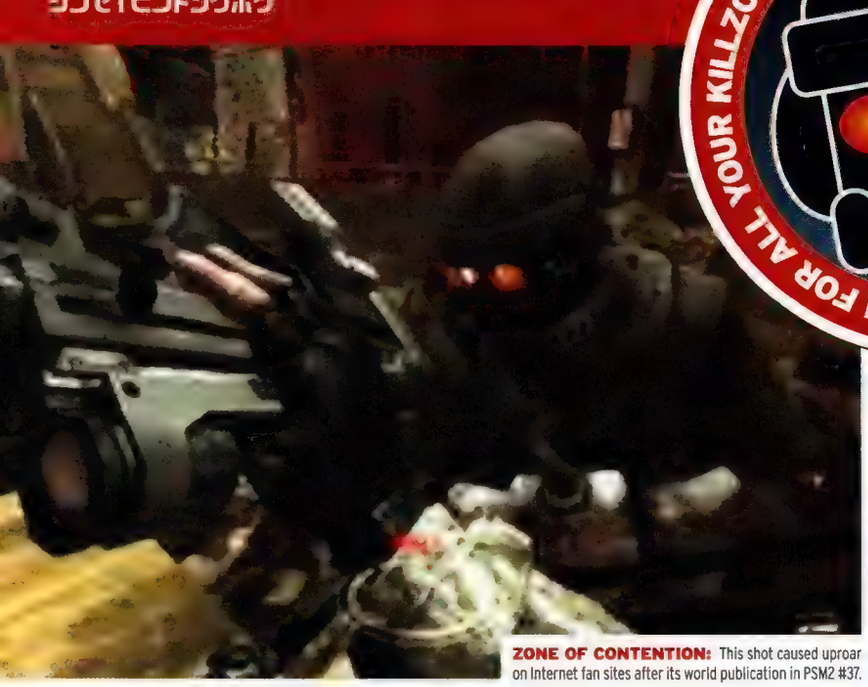
NO.1 FOR ALL YOUR KILLZONE NEWS!



ZONE OF CONTENTION: This shot caused uproar on Internet fan sites after its world publication in PSM2 #37.

KOP A RIFLE: This shot came from an undisclosed source – surely not part of a covert Sony promo campaign?

›FIRST LOOK フバラル

WAR IS COMING

Expectation grows as first details on *Killzone* begin to emerge.

Since PSM2 broke cover with the world's first published screenshot of Sony's supposed '*Halo*-beating' new FPS (issue #37), the videogame community has been whipping itself into an absolute frenzy of feverish anticipation.

Now whisperings from our Dutch contact – the home of developers Guerilla – suggest that *Killzone* will be set on a near-future Earth, and lives up to every stolen word of the hype. Our man has only seen a five minute trailer video but was, to put it mildly, blown away, saying that the game is unparalleled in every department, certainly on PlayStation2.

The trailer begins with a group of commandos working their way through a scrubland environment characterised by the finest textures to grace PS2. The action slips to a bunker heavily guarded by 'our boys', which is promptly attacked by an enemy force, reputedly called 'Helgarth Commandos', who disembark from an Aliens-esque dropship via ropes. A brutal firefight ensues with spectacular particle effects and staggering graphical quality, especially in the close-up sniping mode. One of many small but exquisite touches – reloading – takes place in real time and includes a full lock 'n' load animation.

Amid the hype and rumour, PSM2 has discerned that the game will be compatible with the *SOCOM* headset, include a four plus player online co-op mode and will certainly be a story driven FPS. Sony are expected to unveil the game in all its glory at the end August and you can catch all the latest on *Killzone* in our next issue.

PSM2 RECKONS Killzone *is being developed by Guerilla, formerly Lost Boys, and will be released in 2004. Better than* Halo *2? Let's wait till we've played it, eh? But it looks gorgeous – just wait and see.*

›OPINION フバラル

KILLZONE NEEDS YOU!

Want to be first in the know with all things *Killzone*? Then stick with PSM2 as we'll be bringing you the very latest news, shots and facts on what's looking like the finest PS2 game yet. And what's more, we want to hear your opinions on the game – no fanboy rants please – and any suggestions for the developers as to which direction they should be taking the game or stuff that MUST be included in the title. We'll send the best suggestions to Sony, natch. Sounds far fetched, but we got results with *Vice City*.

Write to us at:
Killzone In The Name Of, PSM2,
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Bath BA1 2BW

›GOSSIP フバラル

RUMOUR HAS IT...

The best – and worst – of the Internet speculation.

- **The game will run at a constant 60fps**
- **16-player online co-op mode**
- **Will use *Halo 2*'s Havok engine**
- **Streaming voice chat**
- **No mid-game loading times**
- **Original orchestral score**
- **Free! Orange goggles. Well...**

DEVELOPER NEWS 7/5/11

THE HUNT IS ON

Exposed: What Rockstar *don't* want you to know about their sinister new project...

Incredulous, that's the only word for it. When we met Rockstar at this year's E3, we spent half hour being lectured about our coverage of *Midnight Club 2*, and how we requested 'too many HUD shots'. In real words, that means we asked for too many in-game screens – y'know, images that actually look like the game, with all the on-screen maps and furniture. Ooh, how could we?

"HUNTS WILL EITHER BE A COMMUNAL AFFAIR OR WATCHED LIKE A SPECTATOR SPORT"

Anyhow, the marketing campaign for Rockstar's macabre new game *Manhunt* – the next title from Rockstar North, developers of *Vice City* – is being orchestrated with even greater precision. The cryptic website http://www.rockstargames.com/manhunt/ has been live for months, linking to a banner ad for sister site http://www.valiant-ent.tv containing obscure teaser footage of the game. The big news is that Rockstar have recently added a new interactive forum, with cryptic clues of the game's content. Mysterious, but...

The speculation ends here. *Manhunt* is being touted as a 'chase' game, with XXX adult content in line with David Fincher's grizzly Seven – including references to S&M, murder and torture. You play a prisoner, granted temporary release by a shadowy kingpin to hunt down key targets. The action will be viewed using grainy CCTV style cameras, similar to the online teaser footage. Gauging by the forum posts on valiant-ent.tv, the 'hunts' will either be a communal affair, or watched like a spectator sport – a bit like recent horror flick My Little Eye. We'd tell you more, but, frankly, if Rockstar get uppity about HUD shots, the 'hunt' just might get extended.

PSM2 RECKONS *Whispers suggest Manhunt could be the darkest game ever. But is it any good? Hands-on soon, please.*

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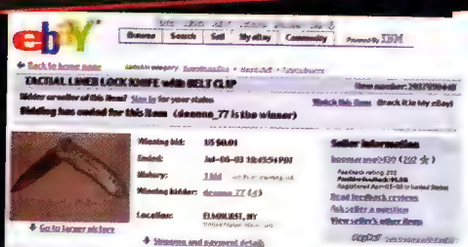


SERVE AND EBAY: Follow the link from valiant-ent.tv to reach the 'live' forum, containing fetish references and this chilling link to weapons on auction site ebay. Have Rockstar gone too far? Probably.

"NO SMOKE WITHOUT IRE"

BLACK TO BASICS...

Criterion, the developers of *Burnout*, have confirmed two new titles, *Black*, a first person shooter, and *Dust Storm*, a driving game, as rumoured way back in PSM2#16. Internet hacks were quick to assume that the game would be set in the desert, but Criterion inform us the 'dust' part of the title might be a smoke screen. Most excitingly, Criterion are getting a 40-50% performance increase from PS2 since *Burnout 2*. Don't expect either game until autumn 2004.

"GET DOWN"

BRIT PROP REVIVAL

Big Ben Interactive join the bemani party this October, stepping up with dance mat title *Dance UK*. Featuring bangin' toons from the likes of Mis-Teeq and Sugababes, a unique eight-way mat and low price follow-up albums, BBI are confident they can rival Konami to be top of the body pops. The game will also come with a sing-along microphone, giving you even greater opportunity to make a total prat of yourself in the comfort of your own lounge.

JIVING LICENCE: The presence of credible chart acts should give Konami a run for their money.

ONLINE 7/5/11

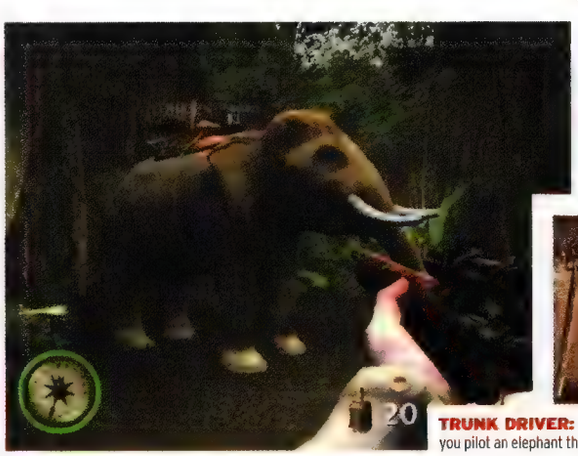
MEDAL OF HONOR: ONLINE SHOCKER!

WW2 epic charges online, as *SSX3*, *NFS* and *Lord of the Rings* limber up.

Medal of Honor: Rising Sun will be online compatible, with the tantalising prospect of four-player deathmatches. We got hands-on with an early version at EA's Camp EA expo in San Francisco, and were awed by the competitive action.

In a shock U-turn, the company will also be making key titles, *SSX3*, *Need for Speed: Underground* and *Lord of the Rings: Return of the King* online compatible, in addition to the previously announced *FIFA 2004*.

PSM2 RECKONS *Full details as we get them, but this represents a huge boost to Sony's online plans and PS2 gamers the country wide.*



TRUNK DRIVER: We've played a new build of *MOH* where you pilot an elephant through the jungle picking off goons. Quite.

"FREEZE, SUCKER"

CRIMINAL INVESTIGATION

This month Activision showed off the first three 'episodes' of their right-side-of-the-law *GTA* wanabee *True Crime: Streets Of LA*. While the driving element is tidy, and the shootin' and kickin' more than adequate with a huge virtual Los Angeles to rove around – the game feels shallow in comparison to *Vice City*. Some missions were all too brief and the crim-snaring free roam aspect too one-dimensional. Full preview next month.

›FIRST LOOK ZUZZ

AREA 51

Once again Midway takes the past and makes it better than your nostalgia-cuddled memories.

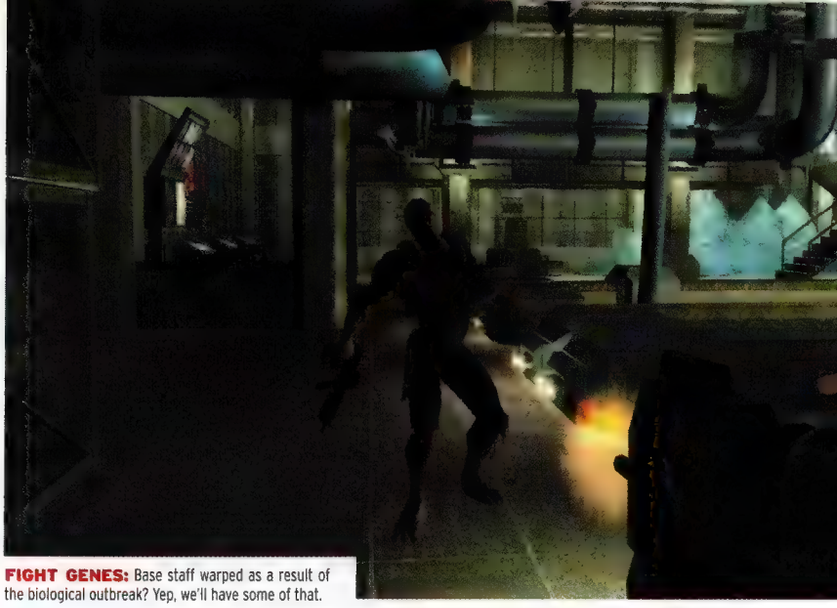
Pink gun? Blue gun? Once that was the only decision you had to make as far as the coin-op version of *Area 51* was concerned. Now you've got a terrifying arsenal of 15 human and alien weapons, eight vast free-roaming levels, a central character who can acquire alien abilities and the whole conspiracy theory behind the US secret military base to feed off plotwise. In fact, that only thing that's been retained from the original arcade cab is the first-person perspective and the hordes of scratchy xenomorphs out for your blood.

The drive behind the action is you, as Lt Nick Cross, out to contain a biological outbreak that has happened at the base. Upon arrival, though, things quickly go from bad to unhealthy as soon as Cross becomes infected with an alien mutagen – cue those 'out of this world' abilities mentioned above.

We had the pleasure of seeing the game running at Midway's Gamer's Day in Las Vegas, and first impressions were, in a word, outstanding. Producer Zach Wood (yep, as in Elijah's brother) took the controller and started to launch pot shots at a hanging flag. As each bullet hit it lifted the cloth slightly further and left a rather impressive hole. After that it was off for a sneak preview of the insides of captured alien craft – blue lights flicking through the walls and floors and everything done with a touch of *Final Fantasy: Spirits Within* translucence. Then, with the initial tech demo completed, PSM2 cornered Zach and got him to cough up some features.

Area 51 will run on a highly refined version of the *Tribes Aerial Assault* engine – which is fantastic news as far as online deathmatch action's concerned. The threats inside the base will be human as well as alien, and there'll definitely be more than the traditional Greys of X-Files fame for you to contend with. Hollywood legend Stan Winston is behind the creature design (see also *The Suffering* on pg44), and while you won't be able to run about the desert, there'll be enough internal variation to drive those FPS hooks real deep.

PSM2 RECKONS *This isn't out until Christmas 2004, so we'll have to see just how far* Killzone *raises the bar first.*



FIGHT GENES: Base staff warped as a result of the biological outbreak? Yep, we'll have some of that.

GUARD TARGET: Loads of faceless grunts to point your gun at as well as aliens.

HOP AND GLORY: Jumping enemies, good. Barrels and crates... (sigh).

TAKEN NOT STIRRED: The Greys will be just one of the alien types in the game.

›DEVELOPER NEWS ZUZZ

BUNNY BUSINESS

No, wait! How an ex-Playboy chief took control of the world's bloodiest game...

Former President of Playboy Enterprises Incorporated, David Zucker, took the helm at Midway games back in May 2003. Four months into his new role and already his influence is being felt. With *Crank the Weasel* canned, and the production times for *The Suffering* and *ESPionage* extended, it's obvious that his driving principle of quality over quantity is resulting in more solid core titles for the company. Add to the equation the promise of *Area 51* above, the reality of the next *Mortal Kombat* that's being honed by Ed Boon as you read this, plus all Midway's *Hitz Pro* sports titles matching EA's for online compatibility and we could well be witnessing a turn around after the financial doldrums of *Haven* and the appalling *Dr Muto*.

›NEWS UPDATE ZUZZ

IRRITABLE COWELL SYNDROME

No Waterman in sight – but Codemasters' latest offers plenty of Cowell play.

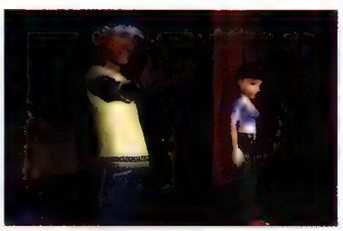
"That was dreadful. If you want to pursue a career in the music industry, my advice is – don't." We've been insulted by games before but never so openly as in *Pop Idol*. Take heart, though – unless you're a total pad-masher, it's unlikely that you'll incur Mr Cowell's wrath.

Codemasters have decided to forego a pixel-perfect Sarah Whatmore in favour of cel-shaded doll contestants for this TV tie-in. And they've ditched 'proper' singing as well, opting for button taps instead.

As the game progresses, you work from scruffy practice rooms to that shiny metal set, with your chosen popsy belting out tunes like I Will Survive. Sing well, and you can power-up your voice with the Confidence meter. Mis-time your taps and a CG likeness of pantomime villain Simon Cowell flings the insults. Mmmagic.

PSM2 RECKONS *A granny-tricker par excellence – but kids'll love it.*

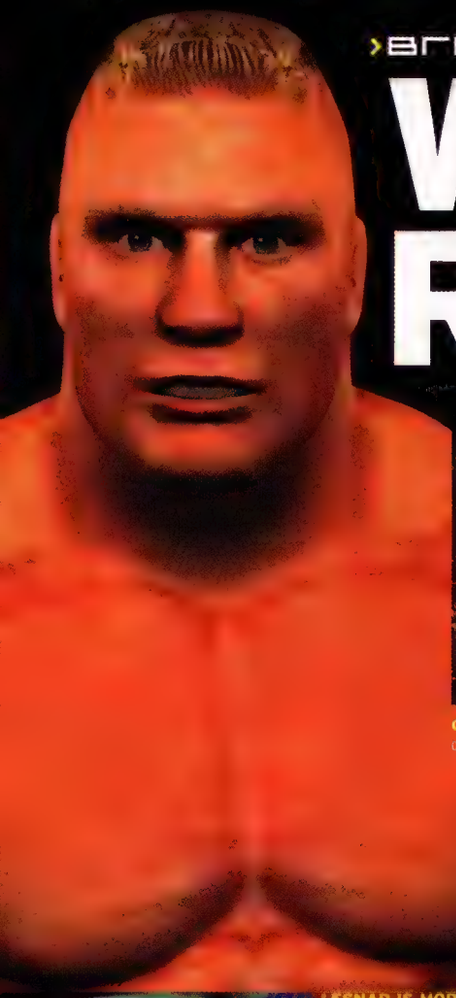
GIRLS ARE LOUD: There's a Karaoke mode - but all it does is print the lyrics on the screen.



JUST DUET: You can sing along with player two in Duet mode, or compete with up to four people.

›BREAKING NEWS フハフヌ

WWE WILL ROCK YOU



DANGLING THE CLARET: Finally, The [illegible] sense and use blood. Sauce sachets not included.

CAGE IN POINT: Yukes must lov[illegible]e included... chamber matches and [illegible]

Andre The Giant. Bleeding. In a bra. Sound improbable? Slightly distasteful, maybe? Tough. *Here Comes The Pain...*

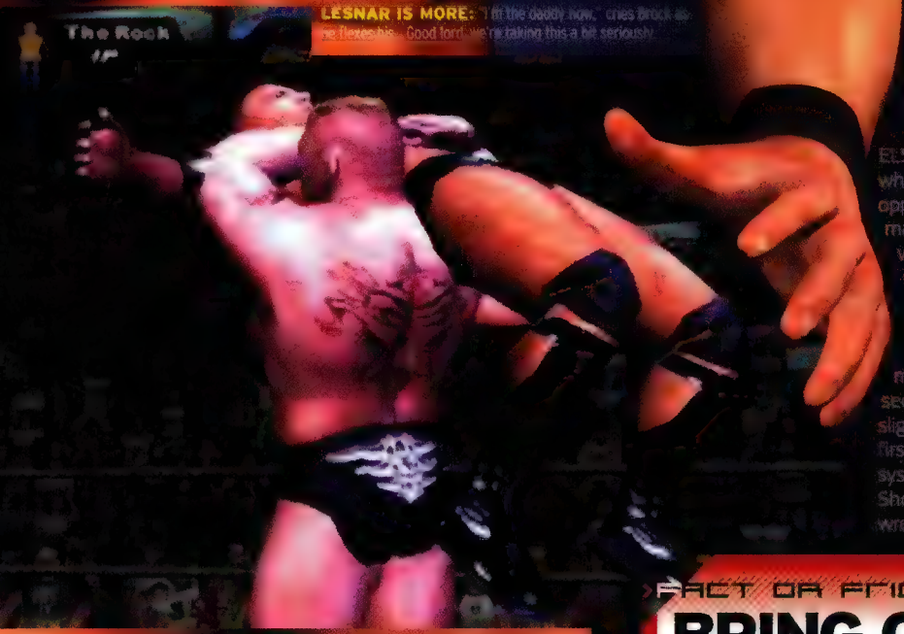
Good news for practically everyone who ever writes to us about *Smackdown* – THQ have finally buckled under the pressure. Whether due to overwhelming popular demand or simply because they've run out of other ideas, they're finally including the two things everyone wanted: blood, and girls not wearing very much at all.

After relentless pestering from Yuke's, WWE towers have agreed to let you bust wrestlers open, leaving the way clear for queasily self-explanatory 'First Blood' matches. This'll tie in with visible damage, as wrestlers 'sell' moves by clutching injured limbs or limping about if you've caught them in an ankle lock. More sexfully, they're also including an

BROCK OF AGES: Now The Rock's gone off to make movies, they've cloned him and put a 'B' in front of his name.

Also slapped into the mix are the usual barrage of new wrestlers, new create-a-grappler bits and new story mode events – some drawing on the last year of shows, some created by WWE scripters. More interestingly, *HCTP*'s taking on Acclaim's *Legends of Wrestling* by including a dozen old-school wrestlers, including Nikolai Volkoff, The Ultimate Warrior, Ted DiBiase and The Legion of Doom. The roster also includes new talent like Scott Steiner and John Cena, with the likes of Shelton Benjamin and Nathan Jones expected to be confirmed shortly.

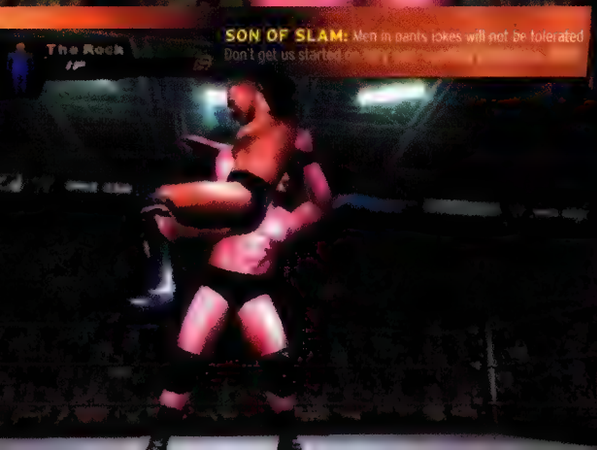
PSM2 RECKONS *Smackdown's been consistently let down by a dreadful Story mode and brain-free commentary in the past. Will this one do any better?*



LESNAR IS MORE: "Off the daddy now," cries Brock as he flexes his... Good form. We're taking this a bit seriously.

"INCLUDING AN ELSPA-TAUNTING BRA 'N' PANTIES OPTION"

ELSPA-taunting Bra 'n' Panties option, where the object is simply to strip your opponent down to her smalls via the magic of rapid button-drumming. This works in much the same way as the new submission matches, where it's possible to focus on a specific limb via a tug-of-war style damage bar. Elsewhere, the wrestling's undergone minor tweakage, with the addition of a second counter button making fights slightly more testing and tactical. For the first time, there's a weight-sensitive system, so if you try to bodyslam the Big Show with Spike Dudley, you'll simply wrench something in your back...



SON OF SLAM: Men in pants jokes will not be tolerated. Don't get us started on [illegible]

›FACT OR FRICTION フハフヌ

BRING ON THE PAIN

Is it in? Or is it not? Gauge your own satisfaction at the next *Smackdown*'s comprehensiveness with our at-a-glance guide.

THE ELIMINATION CHAMBER
Famously introduced at last year's Survivor Series, the premise of the 'Chamber' is (fairly) simple – six wrestlers start locked in different bits of a cage, then they're randomly released at set intervals.
IN

REY MYSTERIO
The little fella's firmly in place, with his 619 and shiny mask perfectly recreated for you. Less certain is the fate of tag-team partner Billy Kidman, still healing from a broken shoulder after a mis-timed Shooting Star Press. Ouch!
IN

ZACH GOWEN
Heart-warming though his triumph over adversity might be, we can't see Yuke's including the one-legged wrestler formerly known as Tenacious Z, solely because they'd have to program a new character model for him.
OUT

GAY MARRIAGES
You're unlikely to see the WWE's single most cynical gimmick ever, thanks to the shitrain of outrage that met Chuck and Billy's 'partners for life' ceremony – coming from gay rights groups and rednecks in equal shares.
OUT

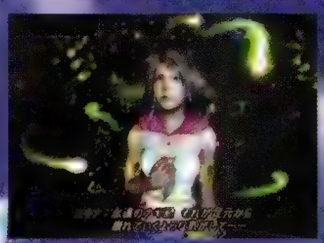
MUD WRESTLING
You've demanded it, but it won't be in there – not so much because of prudishness, as because it'd involve an entirely new 'Mudology™' system, or something. Why they can't just use *MX Superfly*'s is totally beyond us.
OUT

BREAKING NEWS

FF10-2 FOR UK: CONFIRMED

Confirmation at last that Square's sequel to *Final Fantasy 10* will finally be arriving on these shores by Easter 2004. Electronic Arts have picked up the ball after Sony passed it up (why, we're not sure) and all we're waiting on now is the regional translations to be finalised for the US market this November. Once that's in the bag, UK fans of the series can expect to be putting Yuna, Rikku and Paine through their mission-based wardrobes over the odd choccy egg or ten.

PSM2 RECKONS *There's no need for the regional delay between the US and the UK, but (sigh) it's something we'll just have to lump. As for the game itself, we gave it a respectable 89% while still in its partially impenetrable Japanese format (see PSM2 issue 56). So who knows what it might do once we get our hands round the plot.*



YUNA MISSES: But all the spirits we banished at the end of *FF10*. Weren't they?

RIKKU'S TALKING: Well, technically she's dancing while dressed as a wizard which is fine by us.

›PLATINUM RANGE プラチナ

PLAT'S ENTERTAINMENT

Top tier titles added to Sony's Platinum range.

Bargains, eh? Everything's a bargain, or so they tell us – "Buy five mock half-timbered Georgian UPVC window frames for ten zillion quid, and get this patio-mounted pisspot lovingly carved from MDF and balsa laminate absolutely FREE. It's a complete bargain!" Or "Buy one tin of Orkney Isle dung-smoked herring roll-mops, and get one absolutely FREE. It's a complete bargain!" Balls to that. However, *Kingdom Hearts* for £20, now that's a bloody bargain, and no mistake. Sony's latest line-up of Platinum re-releases, all of which are already in the shops, include some mighty, mighty titles. And at half the price they used to be, there are no excuses not to play 'em. Here's our list of the ones to fork out for, and the ones to avoid:

TEKKEN 4

DESCRIPTION...
Many of your old favourites and some new faces go toe-to-toe in the most recent bout of the ever-popular beat-em-up series.

WHAT WE SAID...
"PS2's premier 3D fighter – tight, and seamlessly executed, but Namco's veteran might deter gamers seeking innovation." 90%

TODAY'S VERDICT...
Still kicking the opposition in the short and dangly bits with a host of fantastic characters old and new. You won't find many better brawlers than this.

BUY

THIS IS FOOTBALL 2003

DESCRIPTION...
Sony's comprehensive take on the beautiful game blends a reasonable on-pitch experience with some truly superb management aspects.

WHAT WE SAID...
"Superior to *Pro Evo* in terms of clubs, competitions and transfer dealings, but on the field there's little to trouble Konami." 74%

TODAY'S VERDICT...
It's not as good as *PES2*, it's two years out of date and there's a new season's worth of titles in the offing.

LEAVE

KINGDOM HEARTS

DESCRIPTION...
Squaresoft meet Disney in an instantly accessible and utterly gorgeous RPG featuring a hundred Disney characters.

WHAT WE SAID...
"Beautifully imagined and realised... If this doesn't raise a smile, then you're a withered husk of a human." 88%

TODAY'S VERDICT...
Don't baulk at the Disney connection, this has all the usual Squaresoft production values and it's charming, intriguing, epic and, oh, just lovely.

BUY

RATCHET & CLANK

DESCRIPTION...
An unlikely pair, laden with more guns and gadgets than the Green Berets themselves, traverse the galaxy in a sublime, evil-battling platform adventure.

WHAT WE SAID...
"A definitive moment for PS2, and a labour of love on every crafted level. It's one of those rare games that make you feel glad to be alive." 91%

TODAY'S VERDICT...
Remains one of the best PS2 games yet. You'd be madder than a chocolate omelette not to play it.

BUY

WRC2 EXTREME

DESCRIPTION...
The official game of the *World Rally Championship*. Ultra-realistic and ball-achingly hard but still an outstanding rally sim.

WHAT WE SAID...
"Although absorbing, *WRC2* never generates the same basic levels of enjoyment as its main rival [*Colin McRae 3*]. One for true enthusiasts and no-one else." 85%

TODAY'S VERDICT...
With *Colin McRae 04* out this September and promising to be truly amazing, you'd have to think twice about steering your cash this way, even at a Platinum price.

LEAVE

RETRO SEXUAL: As well as sucking up laser tinted death, the aliens also throw items from the environment at you.

FIRST LOOK!

SWAT NOW? Don't be fooled. There's nothing as up-close as this in the game.

›RETRO GAMING フハフヌ

INVADERS... FROM... SPACE?

The retro bandwagon rolls back to year one with *Big Ben's Space Invaders: Invasion Day*.

The coin swallowing forefather of the whole shebang. Forget prissy *Pong* and the beardy boffins that created it. If there was a title that kicked off gaming, it was this. So why the update? Is there anything that can ever better the purity of launching pot shots at waves of idiot enemies? Answer: yes.

We've said it before, we'll say it again: retro games are shit regardless how much nostalgic gloss you smear across your bifocals. Hence this pseudo 3D update.

What you've got here is a 50 level blaster, where slightly more intelligent bugs attempt to slime one of three playable characters. But while the shots here might lead you to believe that this is a free roaming third-person action adventure, don't be fooled. Your troopers remain stuck to the screen's base line.

The bunch of features that arrive to juice up this simplistic formula include a two-player co-op mode – where you and a mate can pal up for any of the three sets of single-player missions – ten bosses and the ability to detonate barrels for some improvised smart bomb action.

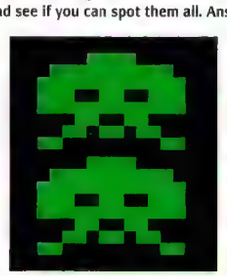
PSM2 RECKONS *We like the shots, we like a bit of brainless gunplay, but we've got big reservations about being stuck in one place. Visually this gobs all over something like* Twin Caliber, *but play-wise it sounds even more restrictive.*

›BRAIN TEASER フハフヌ

SPOT THE DIFFERENCE

Thanks to the incredible Photoshop skills of our resident art guru Milford Coppock, six subtle changes have been made between these identical set ups that we painstakingly recreated from *Space Invaders* old and new. Go on, stretch your brain, and see if you can spot them all. Answers on a post card to the usual address.

SPACE FACTS: Drop down! Reverse direction! Increase speed! Looks like those dumbass aliens never learn. Let's hope the shoot-through-the-barriers tactic still works.



SPACE HQ: How did you do? Well, that thing on the right's clearly an intergalactic mega-spider, while the blobs on the left could easily be the Chuckle Brothers.

SNAKE TALES

Net-nerds print rumours – but we bring you the truth! And some lies.

It's been a month of *very* tenuous guesswork about *MGS3*, and we've been ahead of the game at every step. For instance, did you know that if you take the 1st, 9th, 6th and 4th letters of the alphabet (making 1964, the year in which the game's set) from *Snake Eater*, it almost spells ARSE? Or that the press pack's inclusion of Choc Chip and Coffee Stain camouflage points conclusively to a level set in Starbucks? Of course not, because we just made that up. But observe, as PSM2 cranks the Truth-O-Scope up to full speed and shines its harsh glare on the cockroaches that are Internet rumours.

THE CENTRAL CHARACTER'S BIG BOSS

"You say that it's Big Boss because at the end of the Demo the person has one eye. The eye is just black! It is Snake!" Reasons reader Paul Skelly, prompting us to remind him: It's set in the '60s. *Metal Gear* is set in 2010. Even allowing for a bit of genetic arsing around, it's unlikely to be Snake. But saying that, Koj likes his surprises...

RAIDEN WILL RETURN

True, he was hardly old enough to shave in the last one – and everybody hates him – but consider this: Jack first picked up an AK when he was a gunpowder-chewing six-year old, as part of Solidus' elite baby unit. Will toddler Raiden pop up in the jungle? Probably not, since all that happened in the '80s.

GRAY FOX IS IN IT

Gray Fox, the crazy ninja you'll probably remember from the first *MGS*, was active way before his fateful punch-up with Snake in 1995. He's always been at odds with Big Boss, so it wouldn't be surprising to see him – or possibly his dad – back in the invisible ninja suit.

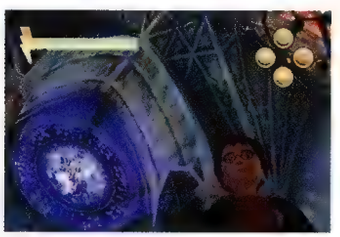
IT'S SET ON THE MOON

Two-thirds of the game is set in the jungle... or *is* it? Close examination of the Stephen Baldwin film Bio-Dome suggests that it's possible that these two-thirds could actually take place in a geodesic dome, a bit like Centre Parcs, except on the moon. Further evidence points to the main character being Batman.

"HOGWARTS EXCESS"

HARRY RE-POTTERED

You just don't see enough of the speccy boy wizard nowadays, do you? Thankfully, that's all going to change as EA release *The Philosopher's Stone* this Autumn. Developed by Warthog, the game will essentially be a reworked version of the original PSone game with graphical and gameplay enhancements to match last year's *Chamber of Secrets*. Did we say something about milking a license for all it's worth? Yes we did.



HOGWARTS 'N' ALL: Of course, you could just read the books. And watch the films.

WEASLEY LED: Let's all hope the ginger kid cops it in the next book, eh? Joking! Joking!

"ZAP. POW. OOF."

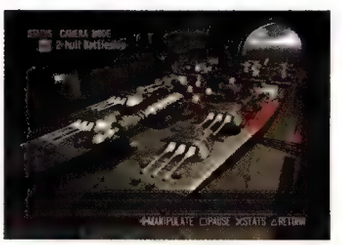
MIDWAY'S CAPE CARNIVAL

There's more costumed crime-fighting ahoy as Midway get set to release *Justice League* early in 2004. Based on the Cartoon Network's animated series rather than the DC comics, the game will feature a host of ridiculously named self-righteous schizos such as Superman, Batman, Green Lantern and Wonder Woman. Gameplay details are sketchy at present but we'd wager it's a super-powered beat-em-up.

"TENSHUN ON DECK"

SAIL OF THE CENTURY?

Naval Ops: Warship Gunner docks in the UK on October 31st, priced £39.99. KOEI's rather unusual title blends the designing and building of sea bound behemoths with strategic nautical warfare in multiple gameplay modes. Although this is probably more at home on PC, the game's had a decent reception in the States, and PSM2 finds the prospect of a life on the ocean waves in a twin-hulled battleship quite irresistible.



SHIP HOP HOORAY: Mmm, strategic naval warfare. Much better than shooting aliens. No, wait...

›FOOTBALL COMPARISONS フットボール

NET US PLAY

As the Premiership kicks off, we take the Hasselbaink out of choosing a new footy game, by sorting the Duffs from the Dyers. Hilarious! Er, Alan.

Hello football fans, Gary Crispbaker here to bring you PSM2's predictions for the forthcoming season. After last year's three-horse-race for the Best Footie Game title on PS2, this year we've got four horses. Terr-ific, that's more horses than even Lord Fergie owns. A-ho-ho.

So, this season the competition is stiffer than ever, with *FIFA 2004* going fully online, *PES3* promising to be the best thing since Leicester City got a new owner and Sony's *This Is Football 2004* offering the most comprehensive array of players and leagues known to man. Then there's *Club Football*, masquerading as 17 club-specific editions of the same title – a bit too niche for our liking but still playing a good game.

All in all, it's looking like the most competitive season for, ooh, a year, so we've made a few pre-season predictions to help you out. Let's take a look:

	FIFA 2004	PRO EVO 3	TIF 2004	CLUB FOOTBALL
LEAGUES/ COMPS:	16 Leagues, a variety of cup tournaments, online play and an all new Career mode.	Four-division Master League, knockout cups and a new WEFA Champs League-style compo.	22 Leagues plus World and European cups and a classics 'Timewarp' comp.	All the major European domestic leagues, plus a bespoke Champs League-style cup.
TEAMS:	350 officially licensed sides from around the world, including Nationwide League D1 to D3.	The number of clubs *should* be bolstered to 64, with all top Euro teams officially licensed. Yes.	900, including 150 international and 80 'special' teams.	Only the 17 'headline' teams will be fully licensed. Tsk.
PLAYERS:	Ten thousand real-life players, including accurate likenesses for all major teams.	We're still hanging on official word, but the key World stars look better than ever before.	17,000 of the little beggars, with accurate likenesses of all key stars.	Again, we'll only see the proper players if they play for a headline team
GOALS:	Brand new shot modifier system, but goals *currently* dominated by three yard tap ins.	A huge variety of goals from all positions. It's a labour of love and we love the labour.	The team are working hard to increase the variety, so we're cautiously optimistic.	OK, but currently more Terry Butcher than Thierry Henry
GAMEPLAY:	New Off The Ball passing facility, plus revised set pieces. Dribbling still a bit muddy, mind.	We'll give you a sneak preview of how good it is next month, with a review of *Winning Eleven 7*.	Purportedly much improved, but we're reserving judgement until a lengthy playtest.	Very *Pro Evo* but very reasonable at the last look. Solid and responsive.
VISUALS:	Natural animations, muddy kits and 500 official licences make it the most authentic out there.	Reworked animations. Players wear bandages, protest and perform signature tricks.	Oh all right, we haven't played *TIF* at any great length yet. Are you listening Sony?	More than acceptable with intricate player likenesses.
ONLINE:	Full one-on-one online mode, including Friendlies and Knockout compos. Superb.	Confirmed for Japan, but the best we can expect is downloadable roster updates.	Not this year, but the game will move fully online for the next update. No good now, then.	Not this time, but maybe next year – provided you all go out and buy it.
EXTRAS:	300 new club-specific crowd chants and there's even sideline staff.	'Shop mode' allowing you to unlock and buy extras bits like new stadia.	Crowds chucking bog rolls on to the pitch? Get in.	There are a host of club-specific bonus bits to please fans. Bonus videos, ahoy.
VERDICT:	RUNNERS UP	CHAMPIONS	CHAMPIONS LEAGUE QUALIFIERS	UEFA CUP QUALIFIERS

BYTESIZE バイトサイズ

› **JAPAN:** Namco have signed up Don Bluth and Gary Goldman to work on the cinematic elements of their up-coming title, *I-Ninja*. The last thing these two worked on was the OK sci-fi animation Titan AE, so news of their arrival doesn't really amount to a whole hill of beans. What has got us excited, though, is the list of the central characters abilities: building-scaling, rail grinding in his tabai boots and hovering short distances using his 'sword 'copter'. Oh, and there's a 150-foot robot to deal with as a boss battle.

› **GLOBAL:** Indecisive publishers worldwide can't tie the names of their games down. THQ's *Sphinx* is the latest victim in the current plague of moniker shifts with the subtitle *and the Shadow of Set* changing to *and the Cursed Mummy*. Gah! Then there's *Ratchet & Clank* no longer *Going Commando* but being *Locked and Loaded* instead, and EA's *Freedom: Battle for Liberty Island* morphing into just plain *Freedom Fighters*. Let's hope they nip this kind of thing in the bud before it breaks out to epidemic proportions.

› **CHARTS:** As PSM2 went to press, news came through that Sony's minigame /webcam hybrid, *Eye Toy: Play*, has usurped *Tomb Raider: The Angel of Darkness* at the top of the all-formats chart. Despite a mammoth marketing campaign, it seems that the well deserved pasting that Lara received, not least from the pen of PSM2, is finally taking it's toll on sales. *Eye Toy*, which displays genuine innovation and holds mass appeal, met with critical acclaim across the board, scoring 82% in PSM2 #38. We don't like to say "told you so", but...

NICE ARSENAL!

BACK WITH SOME UNFINISHED BUSINESS!

SEPT 2003

PIVOTAL GAMES

SCI GAMES

CONFLICT DESERT STORM II

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COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

"CURMUDGEONLY FILM BUFFS AND NEW AGE FEMINISTS MAY BAULK, BUT THE ADAGE REMAINS – EVERYONE WANTS TO BE BOND"

OUT UK NOVEMBER 2003

JAMES BOND 00

EVERYTHING OR NOTHING

7 IN...

JAMES BOND 007 IN... EVERYTHING OR NOTHING

VOODOO BLOKE!

How an invisible tuxedo, the world's hottest supermodel and Spider-Man's arch enemy became the Bond film everyone wants to see, but only the galaxy's* biggest games company could make...

CUBBY BROCCOLI: [illegible]

* Look, you can't prove otherwise. Er, *can* you?

"Muurr... murr... uurrr." Daylight. We're strapped to a chair. A wrinkly face smiles at us waving a pot of coffee. Urrgh. Captured? *Drugged*? No, wait... We're at 30,000 feet en route to San Francisco, half-asleep, half-hallucinating, desperately trying to think of something, *anything* funny/original/clever to write about 007. A kaleidoscope of Bond moments cartwheel through our subconscious. Miss Goodhead. Aston Martin DB7s. "Shaken, not..." Stirred. Wheels rattle. Thoughts blur. Time accelerates, and before we can remember the name of the voodoo bloke from, y'know, the one starring Roger Moore and

THE SPY WHO LOBBED ME: James Bond can use bottles, poles and other detachable parts of the scenery to distract guards.

"GOOD TO SEE YOU, MR BOND. THINGS HAVE BEEN AWFULLY DULL AROUND HERE"

Dr Quinn Medicine Woman, we're face to face with the Producer of *James Bond 007 In... Everything or Nothing*. Panic sets in – what was the name of the film with the jetpack? – when EA's latest fires into view and, suddenly, words no longer matter.

BOND LIFE

Rewind. The Bond phenomenon – or, rather, his enduring appeal – was best summarised in Never Say Never Again, the film with Sean Connery, released in... 19, er... 1983. "Good to see you, Mr Bond. Things have been awfully dull around here," muses Gadget Master Q. "I hope we're going to see some gratuitous sex and violence." Connery pauses, practically *winking* at the audience: "I certainly hope so too." That's the magic of Bond – the self-awareness to re-invent the tried-and-tested. No matter how many Bond films you've seen, however predictable the plot or how much you hated the previous film, there's always *something* – that sneaky gadget, that action sequence or double entendre – to draw you firmly back in. Curmudgeonly film buffs and new age feminists may baulk, but the adage ►

PIERCE ON EARTH: Licensed motorbikes, authentic likenesses and explosions the size of Fiji - its *got* to be James Bond.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

FOR YOUR EA'S ONLY

Well, he's let a few slip the net – "Get dressed, and I'll buy you an ice cream," Roger Moore tells teenage ice skater Bibi Dahl after she fails to seduce him in For Your Eyes Only – but Bond has still made love 79 times over 20 movies (that's almost four times a film). Unsurprisingly, lurve – well, insinuated, digital lurve – plays a big part in *Everything or Nothing*. EA have signed up American Pie beauty Shannon Elizabeth to play the Bond girl (Serena St Germaine), with German supermodel Heidi Klum playing the sexy villain (Katya Nadanova). Well, at least things have moved on a bit since Plenty O'Toole and Holly Goodhead. The ladies will be pleased to hear that wrinkly Madonna love-interest Willem Dafoe plays arch villain Nikolai Diavolo – we don't think he's American – while Pierce Brosnan returns as 007. Er, great.

©Corbis

SHANNON ELIZABETH

Character: Serena St Germaine
Age: 29
Previous Films: Jack Frost (1997), American Pie (1999), Jay and Silent Bob Strike Back (2001).
Career Highlight: *That* Internet camera scene in American Pie.
Special Skills: Hair
Bond Factor:

HEIDI KLUM

Character: Katya Nadanova
Age: 30
Previous Films: 54 (1998), Blow Dry (2001), World's Greatest Commercials (2002)
Career Highlight: Err... anyway... did you know she keeps a small bag of teeth she lost as a child as a good luck charm?
Special Skills: Legs
Bond Factor:

ON CHOPPER THE WORLD: The helicopter levels are instantly satisfying, focusing on swift reactions, not clunky controls.

BEST BOND CHAT UP LINES

You too can charm the ladies like an international man of mystery by repeating these lines in your local hostelry after several tubes of Uncle Fester's Special Reserve. Hey, what could go wrong?

BEST FOR... SOMEONE CALLED PLENTY O'TOOLE

Plenty O'Toole: Hi, I'm Plenty.
James Bond: But of course you are.
Plenty O'Toole: Plenty O'Toole
James Bond: Named after your father perhaps?
(from Diamonds are Forever)

BEST FOR... SOMEONE WHO'S ALMOST NAKED

"That's a nice little nothing you're almost wearing"
(from Diamonds Are Forever)

BEST FOR... SOMEONE YOU'VE SEEN NAKED

"Miss Anders... I didn't recognize you with your clothes on."
(from Moonraker)

BEST FOR... MEN WITH HAIRY CHESTS

"Ancient Japanese proverb: 'Bird never build nest in bare tree.'"
(from You Only Live Twice)

SHARK LIFE: EA haven't revealed whether you'll be able to wrestle the shark - we doubt it - but Bond will have a nanotech tux.

SNEAK AND DESTROY: Tap ⊗ to push your back against the wall and peek around corners - where've we seen that before, eh?

PAINS, TRAINS AND AUTOMOBILES

"If the action sections are the great steak dinner, the vehicles are the dessert," says producer Blackwood, effortlessly piloting Bond on a chopper around the treacherous ravines of Egypt in pursuit of the dastardly Nikolai Diavolo.

The vehicle levels offer unfussy arcade handling with some exhilarating set pieces and just the right level of freedom. "In this game, we have the ability to get into and out of cars just like *GTA3*," reveals Blackwood. "So Bond can be infiltrating a facility, nail the bad guy who's in there, run outside again and the action then spills out from the building on to the street, where you can choose to pursue the baddies on a motorcycle or in a Porsche Cayenne, or perhaps Q's SUV. It's your choice." Bond's bike can perform wheelies and Endos, and it has *Burnout*-style contrails and blur effects when it hits a face-wobbling 180mph.

The driving sections are currently being coded by EA Vancouver, using a modified version of the *Need for Speed* engine. The chopper's as easy to control as the rest of the vehicles, and comes handily equipped with rockets and machine guns on the shoulder buttons. But sod the motorbike, if you want a taste of some Bond-style action, you'll be happy to hear that you will even be able to pilot James in a tank in the game's showdown at Moscow's Red Square.

CAR-MAGEDDON: Cars include the Porsche Cayenne and Q's SUV, with the standard range of guns, rockets and cup holders.

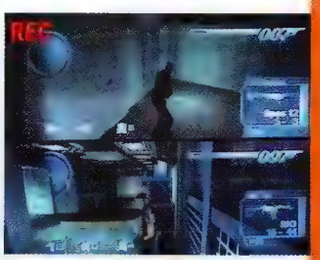
TWO CAN PLAY THAT GAME

As revealed in PSM2#38, *Everything or Nothing* contains an innovative two-player co-op mode, set outside the main story. You and a pal take the role of two rookie operatives hoping to gain 00 status over ten tricky missions. Don't try stealing the glory for yourself, or it'll only backfire. "You have to play together," affirms Blackwood. "For example, there're doors that can only be opened at the same time." We got hands-on with the early co-op code, providing covering fire as our pal rappelled down an open lift shaft. "If you target the same enemy, the game'll tell you if you do, so you can shoot elsewhere," says Blackwood. Handily, the controls are exactly the same as the main game. The Co-op mode would make an intriguing game in its own right, but like the Arena mode, it's *merely* an added bonus.

CO-OP A FEEL: The radar in the top left of the screen is essential to keep track of your pal.

CO-OPS AND ROBBERS: Weapons are identical to the main game, with limited ammo.

DAVID 'CO-OP'PERFIELD: Provide covering fire as your partner charges into battle.



CREAM OF THE CO-OP: The graphics are smooth, if a little lacking in peripheral detail.

►remains – everyone wants to be Bond, or be *with* Bond.

Fast Forward. The present day. San Francisco. We're in EA's huge Foster City studio – nay, campus – staring at a widescreen TV with Bond Producer Scott Blackwood. He's showing us one of the new vehicle sections, as Bond pursues Jaws down a busy freeway. Jimbo's steering an exclusively-licensed Triumph Daytona 600 motorbike, while 'ol tinfoil chops is at the wheel of a tanker, carrying a load of dangerous nanotechnology, headed for New Orleans. Suddenly, Blackwood pipes up, "This is what we call a Bond moment," and our eyes pop out like we've just seen Ursula Andress stride from the surf for the very first time.

The camera pans forward to show the tanker spinning out of control, and a posse of gun-toting bikers in hot pursuit. The action blurs into slow motion, while the camera snap pans to the regular behind-the-bike view. Blackwood brakes sharply, as Bond's cycle skids on to its side to duck under the tanker, sparks fizzing wildly. An enemy bike leaps over Bond, Blackwood taps the △ button and in a flash, flames start gushing from Bond's bike, igniting the enemy who explodes into the side of the tanker. It's a spectacular moment, worthy of any Bond movie, and endemic of the Hollywood production values that are clearly shimmering from every bullet, headlock and one-liner in *James Bond 007 In... Everything or Nothing*.

INSIGHT

■ Q stands for 'Quartermaster', the name given to people who specialise in weapons and artillery in the British army. The original Q, Desmond Llewelyn, portrayed the character for 35 years, appearing in 17 of the 20 films. Q's formal name in the Bond series is Major Boothroyd – who, in real life, was the man who told Ian Fleming what guns to use in his books.

The American Pie actress and ex-model, Shannon Elizabeth plays the love interest, supermodel Heidi Klum plays the bad girl, while Hollywood vet Willem Dafoe – the Green Goblin from Spider-Man – plays the villain, having inspired countless plastic models as a result of the Marvel comics tie in. Oh, and there's the small matter of Dame Judi Dench, John Cleese and Pierce Brosnan – all Cyberscanned™ and providing voiceovers. In the absence of a James Bond movie this Christmas, Producer Blackwood asserts, "*This* is the James Bond movie this Christmas."

"HEIDI KLUM PLAYS THE BAD GIRL, WHILE WILLEM DAFOE PLAYS THE VILLAIN"

EVERYTHING

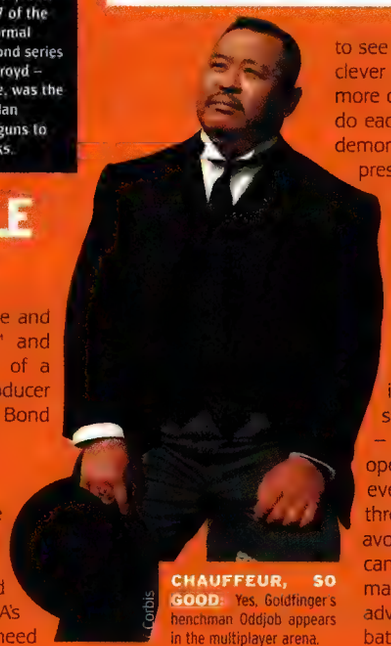
The subtitle of EA's latest 007 game is less a tongue-in-cheek tribute, than a statement of intent. EA have broken the bank to make this a 007 experience worthy of Cubby Broccoli's wildest dreams.

VIEW TO A THRILL: We might've used this picture of Shannon Elizabeth before - but, well, ooh... crikey. Er, what's the problem again?

BEING BOND

Gameplay is equally daring, ditching the first-person perspective of *Nightfire* and *Agent Under Fire*, for a third-person view reliant on stealth and hand-to-hand combat. As revealed in PSM2#38, EA's driving mantra states, "To be Bond, you need to see Bond." Blackwood explains, "It's more of a clever Bond this year – you can use so much more of the environment and find more ways to do each objective." To prove a point, Blackwood demonstrates 007 sneaking up behind a foe – press ⊗ to hug the wall like *Splinter Cell* – before choking him silent. Jimbo can then flick a switch to activate a steam fan, eliminating all three goons that are in the courtyard ahead. When we attempted the mission, we ran in all-guns-blazing losing half an energy bar.

Interest piqued, we got hands on with the New Orleans level, where Bond infiltrates a Jazz Club. The main door is shut, so you've got to use the Bond Rappel – more Q gadgets later – to climb into an open window. Er, couldn't he just pay like everyone else? Anyway, 007 has to duck through the corridors silently nailing foes to avoid tripping the alarm. In a neat touch, you can stop off and dish out an impromptu massage to a young lady, gaining valuable advice. The action intensifies with a shotgun battle in the main hall – as furious as ►



CHAUFFEUR, SO GOOD: Yes, Goldfinger's henchman Oddjob appears in the multiplayer arena.

JAWS FOR THOUGHT

Turns out, Jaws didn't get married to that little girl with pigtails in Moonraker, but was wooed back into professional henchmanship by nanotechnology expert Nikolai Diavolo, presumably in exchange for tiny robots who clean his teeth. Anyway, Bond's battles with Richard Kiel are a recurring motif of *Everything or Nothing*, with the demure giant refusing to lie down. We went hands on with Bond's first Jaws battle, set on a train as it hurtles towards a cliff. You can't hurt Jaws directly – Bond holds his head in pain after chinning him – so you need to find the on-board fuse panel and lure Jaws into the conveniently placed columns of electricity. The set piece is supposed to demonstrate Bond's 'thoughtful' new approach, but is currently only slightly more demanding than breathing. Jaws keeps meandering into the electricity like an angry baby. Still, the theory's sound, and expect more complex solutions as the plot progresses.

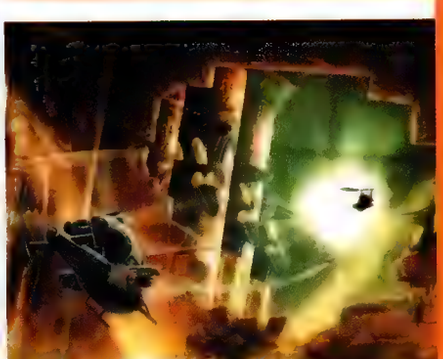
LICENCE TO SPILL: Jaws can't be harmed using conventional attacks, but sure dishes it out.

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

PEERS BROSNAN: EA have hinted that Bond will be able to surrender, before knocking out the guards in the lift - very smooth.

SKETCH AND SNIFF: This is Diavolo's Egyptian HQ featured in the first level of the game - note where Bond rappels to safety.



THE WHIRL IS NOT ENOUGH: This is where 007 chases Diavolo in a chopper to stop him getting away with the blueprints.

PLOT UNDER THE COLLAR

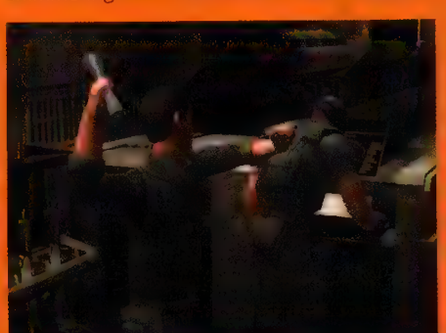
The plots of previous Bond games were cheesier than a DJ Otzi concert in Cheddar Gorge, so to increase the authenticity, EA have roped in Bruce Feirstein, the screenplay writer of Goldeneye and The World is Not Enough. "He created the new M, who was played by a man until he had the idea to bring in Judi Dench. He's also writing all the dialogue, using lots of British wit," reveals Blackwood. EA have been trying to keep the plot secret, but we've snatched some juicy titbits. The lead villain Nikolai Diavolo (Willem Dafoe) is using nanotechnology to his own evil ends, assisted by master henchman Jaws. Bond uncovers the plot at Diavolo's Egypt HQ, rappelling to safety and escaping on a train. Bond rescues Heidi Klum, who's got the blueprints, by jumping into a chopper before the train plummets off a cliff. The section climaxes in a furious helicopter chase to catch Diavolo. As the story unfolds, Heidi doublecrosses Bond, Shannon Elizabeth appears and Bond learns to use nanotechnology to thwart Diavolo's plans – hence the stealth tuxedo. Bond will return to Q Lab between key levels, where an accurately scanned John Cleese introduces key gadgets and upgrades. In other levels, the cutscenes will segue directly into the next chapter so the action flows more like the films. It's classic Bond fare, spanning four continents – including locations in Egypt, Peru, New Orleans and Russia's Red Square – and ably assisted by a soundtrack from 24 composer Sean Callery.

JAZZ IT HAPPENS: This is an early sketch of the New Orleans jazz club where Bond rescues the mystery singer.

▶ anything we've seen in Activision's forthcoming *True Crime*. True to form, Bond laconically targets and reloads with one hand. To increase the tactical element, 007 can only use two weapons at once – so choose wisely.

SKILL SET

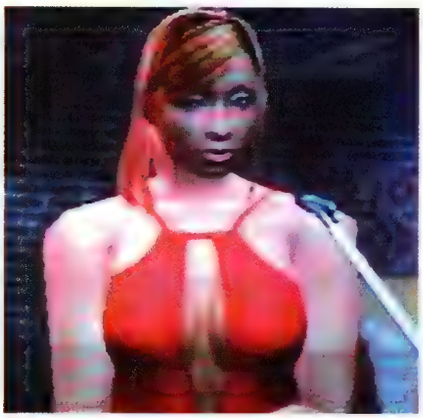
It's during the New Orleans level, that PSM2 employs some of its own superagent skills, to discover secret gameplay details that EA were saving for a later date. Politely asking Blackwood to fetch us a glass of water, we fiddle with the menu to discover Bond's nanotech-equipped stealth suit, lending him abilities akin to Sam Fisher. As well as a series of UV and infrared detection visors to see through doors, Bond will be able to temporarily turn himself invisible, shimmering in outline like the Predator.



WHACK TO NO FUTURE: You need to disable the guards before they trip the alarm, or face an energy sapping shoot out.

BOND... CAN YOU HANDLE THIS?

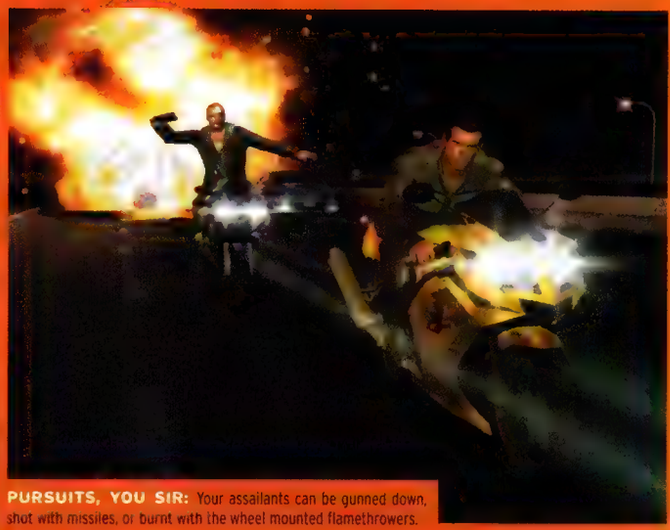
Not content with snaffling 95% of existing B-list Hollywood talent, EA are going to announce *another* big name acquisition. "She's going to be our musical tie-in..." reveals Blackwood, stopping dead as EA's Thought Police apply a Scanners-style mind sweep. Unperturbed, PSM2 battles through the New Orleans Jazz Club to discover a female singer being taken captive in a CG cutscene. "Would it be wrong to read anything into her appearance?" quizzes PSM2. "Er... um... I dunno, who do you think she looks like?..." replies Blackwood, before his head explodes into a billion tiny pieces. We've got the evidence below, so you can judge for yourself. Mariah Carey? Ashanti? No, wait. It's Beyonce, right? *Right?* Sod it – we're running a picture anyway.



YOU GIVE ME DIVA: This is how Mystery Singer X looks in the game - captured by PSM2's shakey loaf o' bread spy cam.

©Corbis

KNOWLES HOUSE PARTY: Look, we know this is tenuous, but there's a lot to be said for the powers of positive thought.



PURSUITS, YOU SIR: Your assailants can be gunned down, shot with missiles, or burnt with the wheel mounted flamethrowers.

WATCH AND WAIT: Bond comes equipped with the usual range of gadgets, with new additions flagged in Q's Lab between levels.

Blackwood refuses to elaborate on the nanotech abilities, but cryptically suggests to us, "Eat metal and see what happens." Lest we forget, the game features 007's arch nemesis Jaws, of course. Hmmm...

As you've probably read, EA have acquired the rights to the entire back catalogue of Bond villains, including Goldfinger, Mayday and that voodoo bloke... y'know... er... Baron Samedi. Rather than drip feed us classic villains over the course of 60 years, culminating in *James Bond 007 In... Rosa Klebb's Kart Racer* on PS14 – well, don't rule it out – EA have incorporated nearly all their prize villains into the new Arena multiplayer mode. We couldn't believe our eyes – Oddjob, Baron Samedi, Bond and Bambi (or was it Thumper?), hurtling around a single screen arena trying to blow each other up. It's a classic boozy party game in the vein of *Powerstone*, with controllable gun turrets, traps and hand-to-hand combat. It's nothing to do with the main game, but – hey – what a cool bonus. Jaws even appears as a violent 'referee'.

Blackwood then proceeds to take us through a boss battle with Jaws, a frantic helicopter chase section in Egypt and the stunning new multiplayer co-op mode, where players take control of rookie agents. "We've got twice as many missions as last year," reveals Blackwood. "For the driving section alone there's ten missions – double that of *Nightfire* – plus 14 action missions, plus Q branch, and multiplayer... I'm only just getting to that." Our head is near to exploding, as we scrawl down everything Blackwood *shouldn't* be telling us – EA are watching – but that are too exciting to keep quiet. The revelations are dotted over these pages – enjoy.

INSIGHT

- Sean Connery wasn't first choice to play James Bond. Ian Fleming's original preference was for Roger Moore. Stranger yet, when Connery was replaced, the first choices were Burt Reynolds and Adam West. American studio MGM pushed for Reynolds, but EON insisted that the spy remain British. Almost half of the world's population are believed to have seen at least one Bond movie.

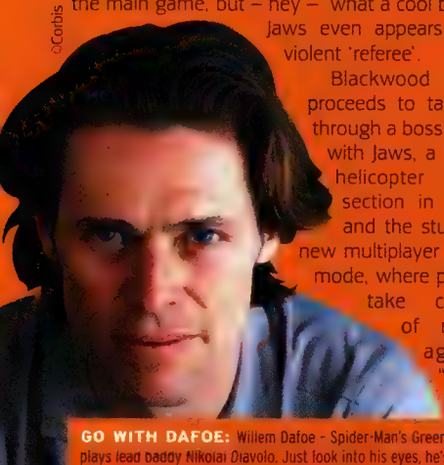
THE MUZZLES FROM BRUSSELS: Targeting is fairly straightforward - the enemy troops go down with a few shots.

"EA HAVE GOT THE RIGHTS TO THE ENTIRE BACK CATALOGUE OF BOND VILLAINS"

RARE...

Time accelerates. Night falls. We're on the flight back to the UK with a headful of inspiration and mounting jet lag. Muurr... murr... urrr. As sleep takes hold, we dream of ski chases, Kissy Suzuki, that fat sheriff from The Man with The Golden Gun and James Bond dancing around New Orleans in a shimmery nanotech tuxedo. Daylight. A younger, altogether happier face smiles at us waving a pot of coffee. Except this time there's no confusion. We know exactly where we are and where we're going. We're no longer worried about writing the most original/funny/clever 007 article ever, just telling you about potentially the best Bond game since Rare's *Goldeneye* on the N64.

There, we've said it. And for once, *honestly*, EA might be about to do it better. PSM2



©Corbis

GO WITH DAFOE: Willem Dafoe - Spider-Man's Green Goblin - plays lead baddy Nikolai Diavolo. Just look into his eyes, he's *evil*.

DVD ACTION
There's some luscious footage back on issue 38, and more will be winging its way to you, as soon as we get our hands on it.

HANDS-ON VERDICT

Pay attention, 007. This is neither as clever as they think, or as simple as you fear. The third-person sections look robust with solid hand-to-hand collision detection and some practical stealth elements. At present, however, sneaking around seems limited to 'hotspots' – key zones where you're invited to try something devious, like throwing a bottle down a corridor to distract guards. Our other *slight* concern is the twitchy targeting system, but you can tap L1 to auto-lock. The bike sections feel like *Burnout*-on-stabilisers, with the gunplay of *GTA:VC*. It feels like speed flicking channels on digital TV, but *every* programme's worth watching. It's the closest anyone's come to replicating silver screen pizzaz on a home console. We can't wait to see how it hangs together.

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★★

INFO
- **DEVELOPER** EA Redwood Studios
- **PUBLISHER** EA
- **GAME TYPE** Action adventure

ANTICIPATED FEATURES
- Third-person perspective.
- Locations spanning four continents.
- Over 20 weapons and gadgets.
- Stealth elements.
- Two-player co-op mode, plus four-player Arena mode.

WHERE IT'S AT...
- The game's currently being sewn together – about 60% of the levels are now complete.

COMING S

ONLY IN PSM2 - TOMORROW'S ...IRST! プレビュー

トウセンジョウホウ

DON'T SETTLE INTO PREVIEWS JUST YET. GO AND HAVE A LOOK AT INCOMING FIRST. GO ON...

JONNIE

Notice anything? No? Go have another look... See it that time? How about if we spell it out. O-n-e h-u-n-d-r-e-d a-n-d t-e-n games between now and Christmas. And that's excluding budget titles, for the sake of brevity. One hundred and ten! Have you ever known a console to command such production quotas over a four month period? No, neither have we.

So, what does this market saturation mean for you lucky PS2 owners? Surprisingly, the first thing we registered is a (gasp) drop in quality. The average mark over the past six issues has decreased from 69.8% to 67.6%. Of course, you've got to take seasonal factors into account – most publishers save their best titles for Easter and Christmas – but it's still a downturn. The upswing of this is we're about to reap the rewards of companies pushing back production schedules to create a more 'quality' than 'quantity' approach to development. Hence there being not one game in Previews this month that'll do badly come review. Don't get too cocky, though, there'll still be more then enough crap out there to trip you up. Just make sure you leave it to us to set off all the early warnings you'll ever need right here.

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

EXPECTED UK 2004

NEED FOR SPEED: UNDERGROUND

NFS is back and it's gone all bad ass neon and rude boy burnouts. Do you feel the need? Take a read...

DIDN'T YOU just totally love thrashing those million dollar supercars along the freeway in the quite sublime *NFS: Hot Pursuit 2*? Yeah, so did we. Many happy hours were spent dodging cops, obliterating bumpers and causing chaos in some of the world's most expensive and prestigious automobiles. Well, you can kiss all that goodbye, because just like The Jam and Tony Hawk, EA's racer is going Underground. It's farewell Ferraris, cheerio Countachs and hello little Ford Focus. Hold on. Ford Focus? What the...?

There's no cause for (car) alarm. *Need for Speed* is merely steering a different course. *Underground* taps into the cult of illegal street racing made famous by Vin Diesel and friends in The Fast and the Furious, and best represented in videogame form by Rockstar's *Midnight Club* series. Instead of supercars, you can pick from a range of vehicles that even someone working on a games mag

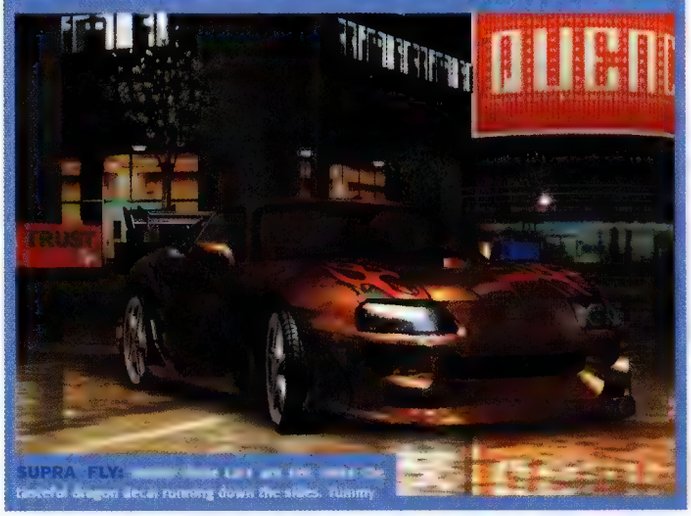
"IT'S FAREWELL FERRARIS, CHEERIO COUNTACHS AND HELLO FORD FOCUS"

FAST JAP TIME

1

GREEN AFFRAY:

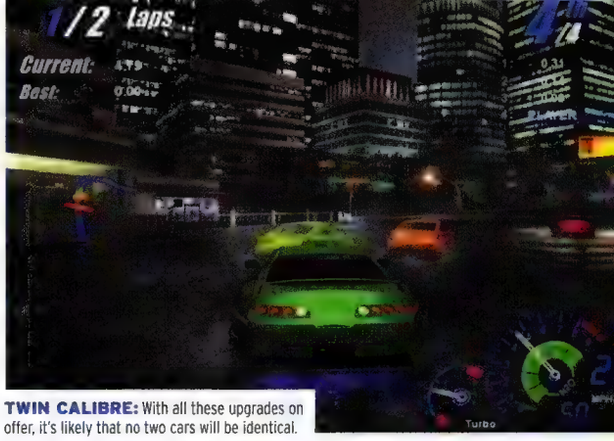
HIDE AND CELICA:



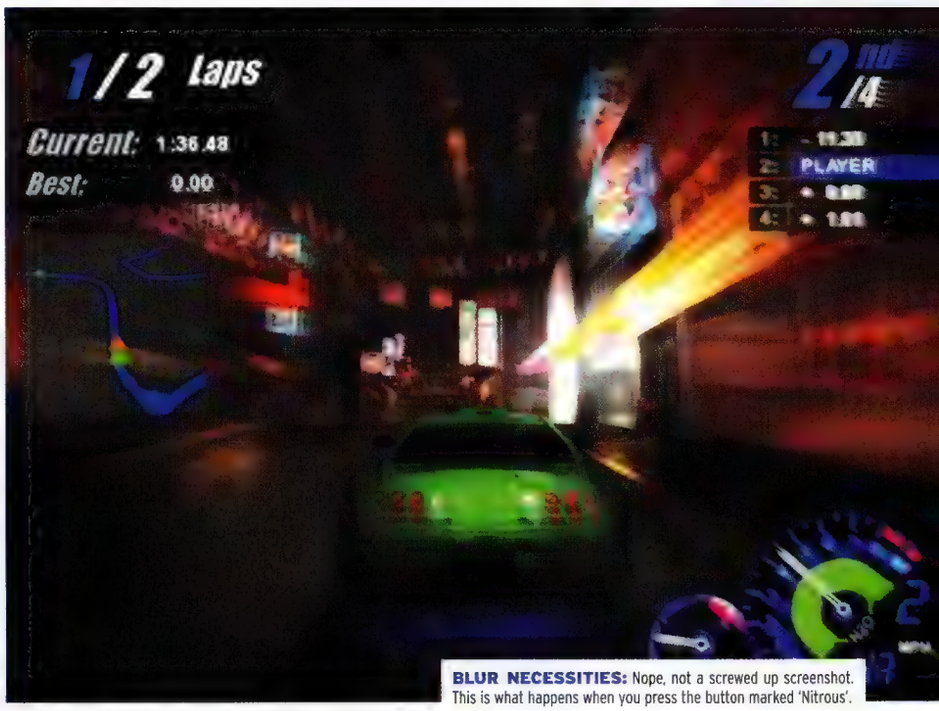
SUPRA FLY:

MOD FOR IT

2 We've been promised hundreds of upgrade items with which to tune and tweak your vehicle once you've got hold of it. These will be items that you can actually buy in the real world, and will come from companies like MOMO, Sparco, StreetGlow, Audiobahn, OZ, Enkei and Turbonetics Inc. Coo-ell.



TWIN CALIBRE: With all these upgrades on offer, it's likely that no two cars will be identical.



BLUR NECESSITIES: Nope, not a screwed up screenshot. This is what happens when you press the button marked 'Nitrous'.

PSM2 FIRST PLAY

could afford. Just. There's no final listing of what's in the garage, but in the main they're high-end Japanese sports cars like Imprezas, Skylines and Celicas. And the Ford Focus.

Now here's the good bit. While you start off with a rubbish gas guzzler, winning races and earning cash means that you can buy yourself upgrades, turning your ride into the sort of machine that gives Daily Mail readers cardiac arrests. And 'upgrade' doesn't mean a paint job. Upgrade means slapping a supercharger under the bonnet, plonking a hood scoop *on* the bonnet and finishing it all off with skirts, spoilers, fuel injectors and a big fat nitrous oxide kit. In fact, you'll be able to swap or change every single part on your car. Oh baby.

BAD BOYS

The heart of the game, however, remains unchanged. It's still all about racing around street circuits at bowel-loosening speeds. There's a Story mode, where you take your car and attempt to build both it and yourself into the baddest racing ass in town. But it's not only about the cash, you need to earn respect from your fellow racers if you're going to take the Vin Diesel role. Details about the Story mode are sketchy, but we've seen an FMV of people partying on the street races). There's obviously a head-to-head mode, too (two players), and also a series of Drag races where you'll need to be spot on with the timing when shifting gears if you're going to outstrip your rivals in a straight-down-the-road test of acceleration.

And now here's another good bit – *Underground* will come with full online capability, supporting four-player head-head-to races. Here's a release only a few months off and no further details, it seems unlikely.

CITY LIMITS

So how's it playing and looking? Pretty bloody well, actually. All the action takes place at night and each circuit, though fictional, is set within a beautifully realised cityscape (New York, LA, Tokyo – the usual suspects). There's an immense amount of detail and girls hanging out of car windows. It's all gone very street, innit.

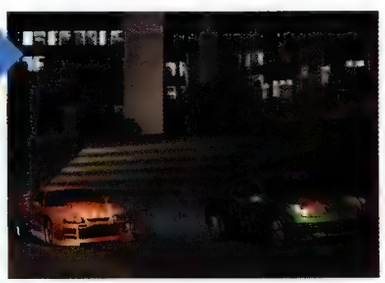
"TAKE YOUR CAR AND ATTEMPT TO BUILD BOTH IT AND YOURSELF INTO THE BADDEST RACING ASS IN TOWN"

In addition to building a 'career', you'll be able to hop into any car, give it a tweak, choose a track and pop off for a quick race with three other speed freaks (although the further you progress in the Story mode, the more options there are available for single better bit – you'll be able to take the beast you've constructed in the single payer game on to the network, so in keeping with the bling-bling nature of real street racing and cruising, it ain't just about the winning, it's about looking the bomb too. Whether or not there will be any additional online modes remains to be seen, but with in the lovingly crafted environments, and the way the developers have got the buildings and headlights reflecting off the water-covered road surface is just awesome. There's no free-roam structure like *Midnight Club*, the circuits follow a set course, but as with the other *NFS* titles there are shortcuts aplenty to be sniffed out – knowledge

BABES IN THE HOOD: No grid lights here, every race starts when the young lady drops her arms.

SPARCO THE LAD: You ain't nothing if you ain't got some stickers adorning your bodywork.

BEND IS NIGH: It's all about the drift when it comes to cornering. A tricky technique to master.



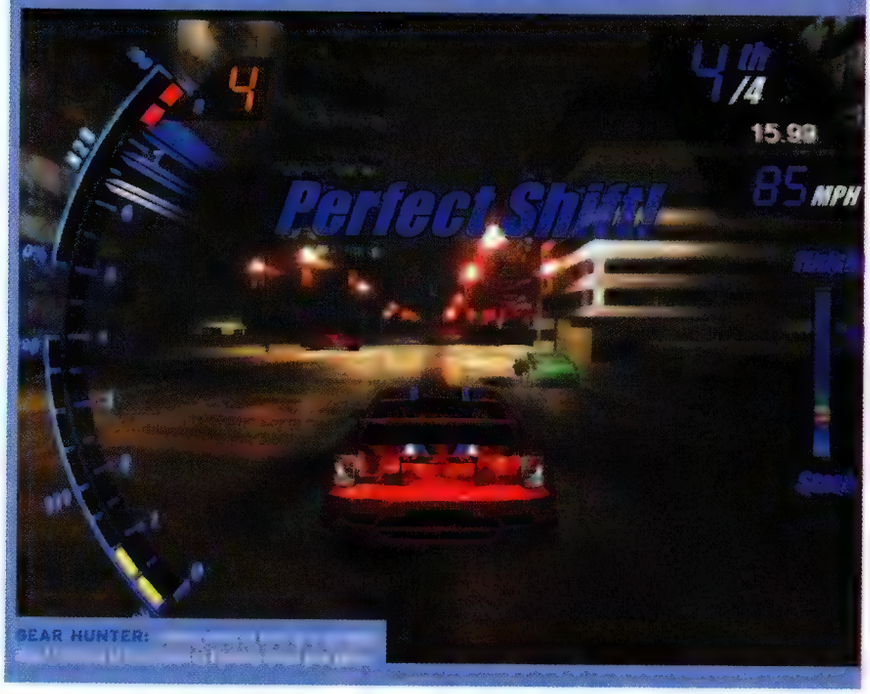
PAIR VENT: Is that gold one a car? Or is it some fancy new vacuum cleaner design from Dyson?

DRAG PACKET

3

SPEED THRILLS:

DRAG BREAK:



GEAR HUNTER:

CHINA FROWN: Yeah it all looks lovely and wonderfully detailed but we would like to see the sun occasionally.

DARK LIFE

4

You might have noticed that all the screenshots on these pages are taken at night. That's because every race takes place at... night. Too dangerous to race during the day, see. You'd attract the cops (who are notably absent in *Underground*) and probably run over little old ladies. We guess it works well enough, but it would have been nice to see some daytime action too.

BLUES COMPANY: The tracks veer between freeways, narrow roads and grassy shortcuts.

ON THE SPLASH: Not only is it dark, it's raining too. Maybe this course is set in Manchester?

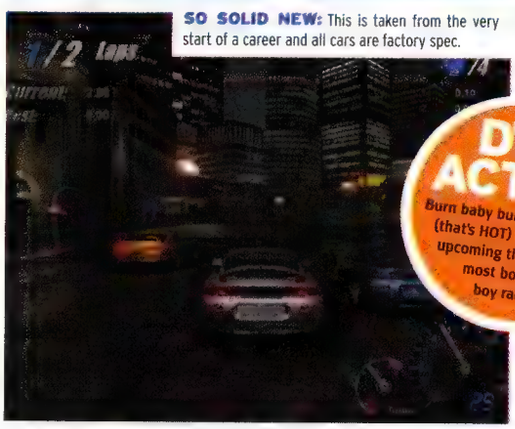
AXE-A-DENT: There's no longer car damage, even when you plough into oncoming traffic.

SMASH INJECTION: There are FMV replays if you make a great manoeuvre or total your vehicle.

that will no doubt prove invaluable for those online battles.

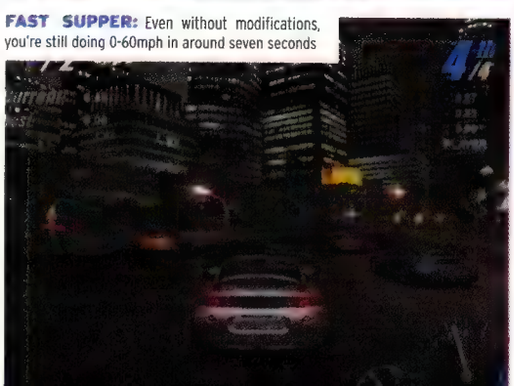
As you'd expect, since the previous game oozed quality, the handling is near faultless – not anally realistic but not too arcadey either. We've yet to see the full upgrading system in action so we've had to suffer the ignominy of driving a completely untuned vehicle, but that was fast enough in itself. If the upgrade system works, with tangible enhancements in all areas of the vehicle's performance and endless possibilities, then racing enthusiasts are in for one helluva treat. Too fast? Too furious? Never. **PSM2**

Hold your breath until 2004...



SO SOLID NEW: This is taken from the very start of a career and all cars are factory spec.

DVD ACTION
Burn baby burn with our hot (that's HOT) trailer of the upcoming thrills of this most boysie of boy racers.



FAST SUPPER: Even without modifications, you're still doing 0-60mph in around seven seconds

HANDS-ON VERDICT

5

If *GT4* promises sophisticated, high-budget car porn, then *NFS: Underground* is the sleazy, made it in your bedroom DIY equivalent. While we've yet to see the finished article, we're digging the change of direction and the staples of the *NFS* series remain intact. It's running faster than a greyhound on amphetamines, the handling is spot on and it looks the dog's dangly bits, too.

Perhaps the most attractive feature is the online capability. The idea of building your own unique ride and racing with other network cruisers... phewee. On the minus side, though, they've taken out the car damage which is upsetting since this was a top feature of *Hot Pursuit 2*. We'll have more next month with our (whisper it) *world exclusive review*.

You'll love it because
You drive a souped-up Subaru. Or want to

You'll hate it because
They've taken out the expensive supercars.

ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

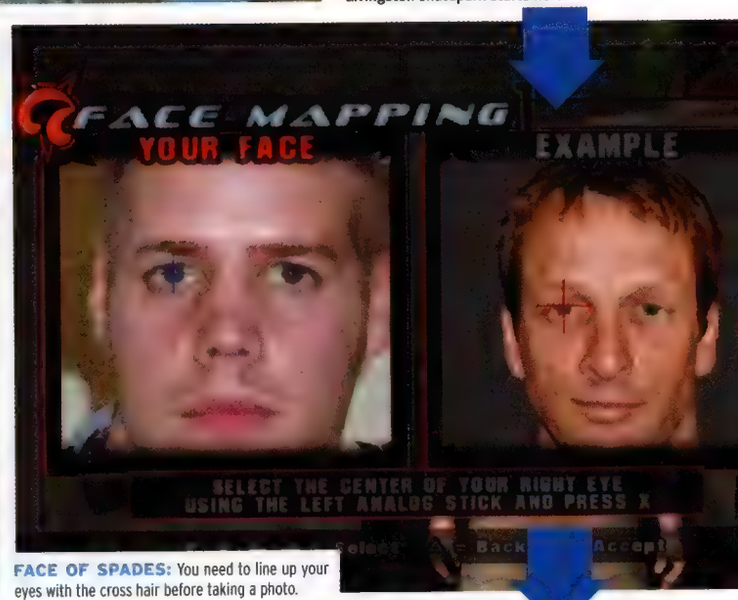
EXPECTED UK OCTOBER

TONY HAWK'S UNDERGROUND

See ya later pro sk8er, Activision's edgy rebrand needs you to the power of ∞.

TRADING FACES

1 Fact blast: *THPS3* was PS2's first online game *waaay* back in 2001, so expect *Underground* to embrace online gaming like a doe-eyed orphan. "We'll have eight players in a game at any one time," proffers producer Scott Pease. "With hundreds or – hopefully – thousands online at any given time." Pease continues, "We're working on a player ranking system that lets you know how well you stack up against other players out there... And we hope to track the all-time best combos and scores, and also the best player of the month or the week." In the Socialist spirit of online gaming, you'll also be able to exchange your own created levels, signature tricks and customised skaters. The plea for Mark Gonzales, no complys and Livingston skatepark starts here.



FACE OF SPADES: You need to line up your eyes with the cross hair before taking a photo.

THE WHEEL DEAL: Check out the skater's face - it's virtually identical to the photo, eh? EH?

UNDERGROUND?

Hoo-yeh. **Since *THUG* made its E3 debut in a shower of shattered glass and graffiti mist this May, we've been fumbling around in the dark for new info. Neversoft are holed up and sitting tight, drip feeding details to us like a leaky ball bearing. The good news – given what we *do* know – is that it doesn't matter. *THUG* features such comprehensive customisation tools, you'll practically be writing the game yourself.**

The star of the game's been smiling atcha' from all good mirrors and shiny surfaces since the year dot – *you*. Take a digital photo of your mug, send it to Neversoft via the magic of the PS2 online network and they'll send you back a memory card file with your face perfectly mapped on to the lead character. Fear not – if you haven't got the necessary tech, the standard skater creation tools bestow godlike manipulative powers. Heck, you can even design your own board graphics, stickers and grip tape, and then invent your own signature tricks in the revamped Create-a-Trick editor. Oh, and craft your own city, architecture and level goals before trading 'em online.

SLIDE, SEALED, DELIVERED: To our relief, the basic trick system remains unchanged.

The Career mode has been ditched for the narrative-heavy Story mode – combining technical focus with goofier Vercetti generation objectives. For example, skating around putting up flyers for a skate shop, or helping the police remove a barricade covering half the level. You start as a rookie in New Jersey, USA, climbing the ranks to earn sponsorship and become pro. Eventually, you'll hit the West Coast, leading to a rollercoaster ride of world tours, competitions and photo shoots.

"THE STORY WILL BE BASED ON THE EXPLOITS OF REAL SKATERS"

The story will be based on the exploits of real skaters, like Bam Margera, Chad Muska and Tony Hawk. Expect the unexpected – Chad spent one German demo fleeing from 900 crazy fans, while Andrew Reynolds once donated 200 pairs of skate shoes to inner city kids in Seattle. Forget the crummy cutscenes of *THPS4* – Neversoft have recruited an entire cinematics and animation department to provide the narrative.

You can also jump off your deck by tapping L1 and R1, to reach previously inaccessible areas and perform tricks like acid drops or caveman grinds (where you place your deck on a rail before jumping on). The ability to run can be integrated into combos – possibly using a timer or one-off 'gimme'. You can also drive cars during certain mission objectives. The new additions might smack of *Grand Theft Auto*, but Neversoft's knack for integrating feedback and crafting genuinely innovative sequels, makes *THUG* a vice worth acquiring come late October. PSM2

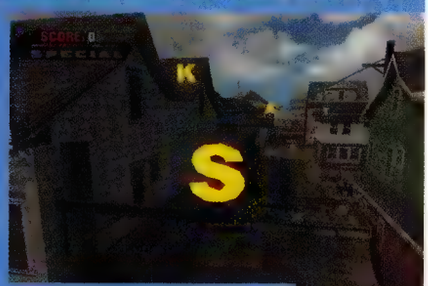
Activision will be keeping it 'wheel' in late October.

PSM2 FIRST PLAY

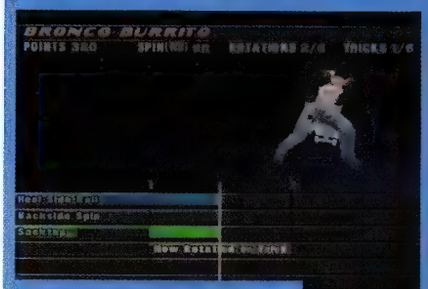
CREATE EXPECTATIONS

2

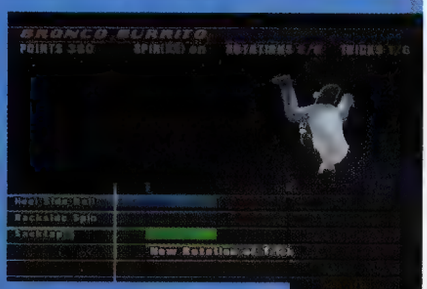
WHERE'S YOUR PED AT?



PED LETTER DAY:



MERGE OVERKILL:



ROTATE GALLERY:

COMPO, LEG AND FOGGY:

THUG ON PS3?

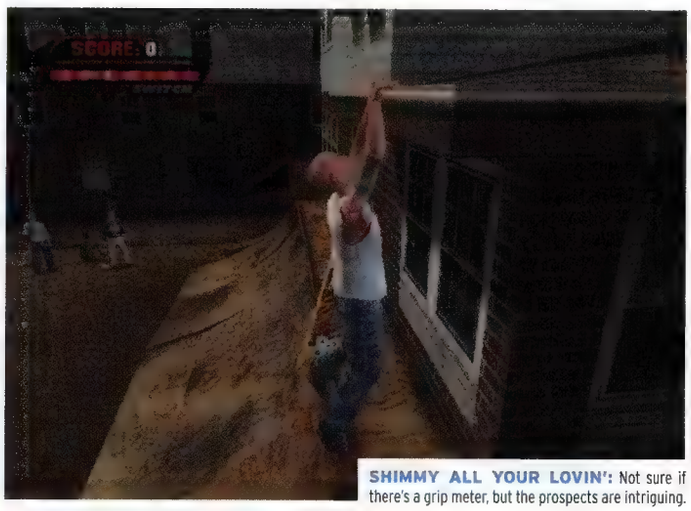
4

CHAD RELIGION:

IT MUST BE SUV:

READ 'EM AND LEAP: Looks like you'll be able to jump between buildings to reach new areas.

RUN MORE TIME: You'll be able to burst into a brief sprint, possibly to build up speed for big ollies.



SHIMMY ALL YOUR LOVIN': Not sure if there's a grip meter, but the prospects are intriguing.

SKIP OF FOOLS: Hopefully, you'll be able to perform tricks like no complys and bomb drops.

HANGING OUT

3 As anyone who's wasted weeks of their life trying to flick a deck into their hands like Michael J Fox in Back to the Future will tell you, the ability to jump off your board is a massive improvement. You'll be able to jump off your deck at any time – even mid-combo – to reach previously inaccessible areas. Hopefully, this should prevent the on-the-spot freestyle flippery that characterised the end of most combos in *THPS4* as you drew to a halt.

HANDS-ON VERDICT

5 In the land of sequels, where 'bigger, deeper and longer' resonates like a communal mantra, and innovation trades at astronomical prices, Neversoft tower above the pack like leviathans. Every *Tony Hawk* game marks a significant improvement over the last, with *THUG* the most daring of the lot. While the skate mechanics should remain the same, the Story mode structure should reduce the insane level of dexterity needed to progress. To regain the hardcore skaters' vote, Neversoft *need* to focus on style and individuality, hence the powerful customisation tools and 'rootsy' focus. Being cynical, the 'underground' angle sounds like a careful marketing decision to lure disillusioned skate fans, but Neversoft's ability to learn from their mistakes and integrate gamers' wildest wishes should cement *THUG*'s potential. Bottom line – if there's a better game all year that *isn't* called *GT4*, we'll be stunned.

You like balanced games, dig *GTA3* and relish a challenge.

You'll hate it because...

You're an impatient gamer with immutable preconceptions, and abhor the deliberate attempts to keep it real.

DVD ACTION
You'll find the first *Tony Hawk's Underground* trailer on last month's DVD, and there'll be a whole lot more as soon as we get our hands on the game.

ORIGINALITY ★★★
HANDLING ★★★★★
PRESENTATION ★★★★

TONY HAWK'S UNDERGROUND

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- Ability to customise your face on to your character
- Three difficulty levels for both newb and veterans
- Nine levels
- Evolve on foot or ride a car, motorcycle, BMX bike or go-kart
- New Create-a-Trick and revised Park Editor functions, with a live to trade online

WHERE IT'S AT...
- No playable version yet, but Neversoft are grafting 24/7 to ensure the game makes its late November release date.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK SEPTEMBER 2003

STEAM CHAIN: The chain-gun is very effective, even though it's hard to see what you've bagged.

MUZZEL MAN: Some weapons have a more satisfying, meaty feel to them. This is one of them.

BAM. POW. KA-BOOM.

1 What self-respecting sci-fi FPS would show up to the party without the ability to pilfer your enemy's rayguns? Luckily, the Warhammer 40,000 universe comes with a variety of Imperial and Tau weapons to get trigger happy with. Most impressive so far is the ammo-thirsty chain-gun weapon. But it's the Imperials that do brutally satisfying firearms best. The evil-looking Space Marine gun is best – it's just a bugger to get one off them.

WARHAMMER 40,000: FIRE WARRIOR

Warhammer? Is that anything like Warminster? Looks like a lot can happen in 40,000 years...

ALIENS usually get pretty bad press in this neck of the woods. They're either shooting people with blue guns, abducting peasants or bursting out of people's chests. Point is, if you see one you shoot first and keep on shooting, right? Well, those boys at Games Workshop (yes, yes, elves, goblins and 20-sided dice) have gone and flipped it. This time you're the alien, a Tau to be precise, attacked by war-like pumped-up humans in this futuristic gore-filled gun toter.

From the few levels we've already played through, you're thrown straight into the action, helping to recover a lost Ethereal Tau from the clutches of humanity. The opening level shows this to be *Medal of Honor*-style trench fun with explosions all around, both sides shooting and the odd tank rolling through. The weapons and health system borrows heavily from a certain Xbox alien-slaying FPS too, but it's a point that's quickly forgotten once the hardcore fighting begins.

FLIP IT ON YOU: There are no real departures from FPS staples. Here, we push a button.

"THIS TIME YOU'RE THE ALIEN, A TAU TO BE PRECISE, ATTACKED BY HUMANS"

Other levels take us further into the plot, repelling invaders from a Tau ship and infiltrating their own vast spacecraft to disable it, but basically it's the same sort of thing in a new place. You'll also encounter the fearsome Space Marines, genetically engineered lumps of brutality that really really like trying to kill you. Don't worry, they're a little imposing, but can be taken out using nimbleness and plenty of healthpacks. The levels make the most of combining corridors and big rooms but each has its own distinct atmosphere – from the smooth and shiny to the dark and über-gothic industrial. Think Slough.

As the plot moves on we're teamed with a loyalist Space Marine intent on preventing a traitor opening a portal to the Chaos dimension. They have Space Marines too – really disturbing ones with horns. Luckily your weaponry gets improved as you go and you end up with a great big electric gun that'll put down anything regardless of what postcode they're from. You can also pick up anything on the floor and wade in with those instead. Just like a big blood-spattered pick 'n' mix really. **PSM2**

Fire Warrior will be out in September. Review soon.

FLAME ON: Futuristic weaponry comes in two tangy flavours for your delectation: human and alien.

ENEMY IN A STATE

2

MR BURNS:

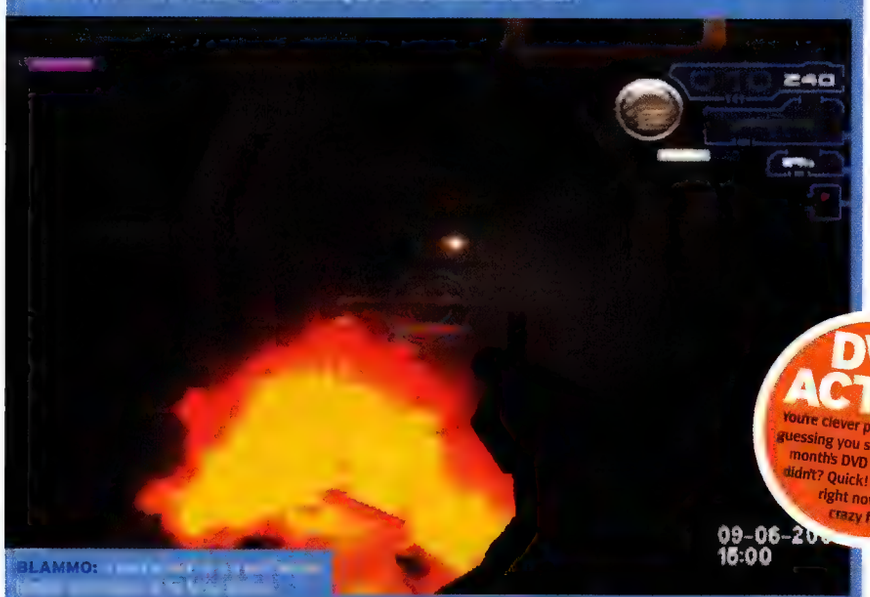
MAN ALIVE: Unless he's in a gaudy yellow suit

MARINE LIFE:

CORRIDORS OF POWER:

GRENADE TO MEASURE

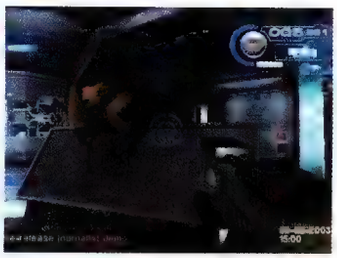
4



BLAMMO:

BOOM WITH A VIEW:

HELL FIRE:



TAU BAD: Mid-battle crossfire takes its toll on some of your crew mates. Don't blame yourself.

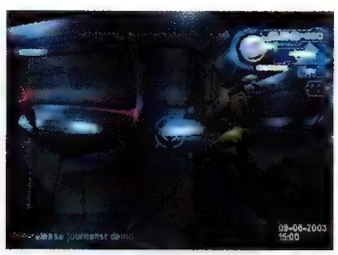
FRIENDLY FIRE

3

In all of the warfare going on you'll spot your Tau buddies. Think they look weird? That's you too, pal. Mostly they'll stay out of your way, but if they're covering a corridor they'll help out by shooting anyone who crosses their path. Tau forces show at the beginning and end of missions, and won't tag along if you help them out along the way, but they make you feel more a part of the larger war that's raging around you. Nice spacesuits, too.

ME TAU: They're keen as mustard, but sometimes your colleagues are a little disorganised. This way!

AFTER YOU PAL: Your comrades don't go first very often. Make the most of it. He'll be dead soon



TAU TO TANGO: Everything's more fun when there's someone else with you, isn't it?

HANDS-ON VERDICT

5

Not much to surprise at the moment but plenty to please the eye. A solid shooter that you'll have fun with whether you're a dice-twiddler or not. Plenty of guns, health pick-ups, and loads of weird looking things to shoot at. There's also very little of the afeared strategy involved here, something that might disappoint the beards, but a bonus to those of us who want to get our teeth into a varied universe full of things to kill. At this stage we've seen a good portion of levels and they seem a linear but fun – but it has to be said, a little variety never hurt anyone. If you're looking for a good FPS and don't care whether you're in Normandy or Neptune this will definitely be worth a look. If you were expecting a *Command & Conquer*-style RTS then we're sorry. Really sorry for you.

You'll love it because...

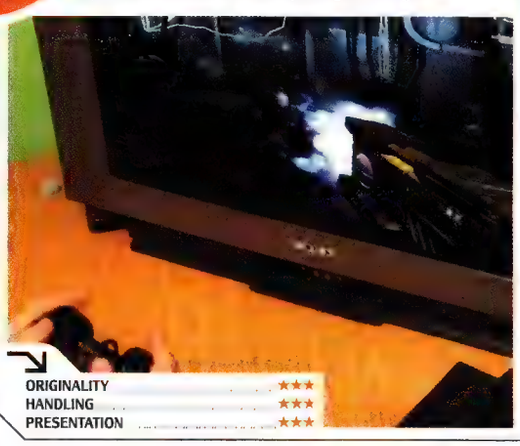
Fast, smooth shooters are hard to come by – and this is online.

You'll hate it because...

It's just level after level of similar space age shooting.

DVD ACTION

You're clever people, so we're guessing you saw this on last month's DVD already. You didn't? Quick! Check it out right now, you crazy fool.



ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★★

FIRE WARRIOR

INFO

- **DEVELOPER**
- **PUBLISHER**
- **GAME TYPE**

ANTICIPATED FEATURES

- 17 weapons, including things that pop, fizz and bang
- Indoor and outdoor environments
- 22 different types of enemy
- 19 huge levels
- Online deathmatch play for up to eight players

WHERE IT'S AT...

- They're just waiting for the network adapter, sharpening some nasty bayonets and doing some work to the multiplayer and online modes. The rest of it is pretty much in the bag, though.

COMING SOON

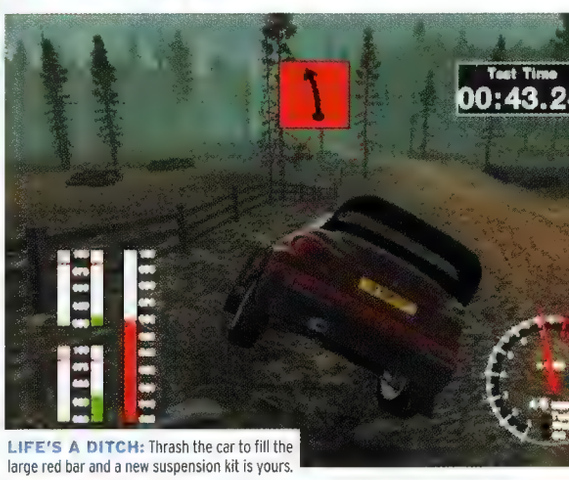
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

CLASSIC: Despite some obvious failings, the MGC is already our favourite car.

WINDOW KEENER: We're digging the in-car view, just look at the dirt on the screen.

TEST OF BRITISH

1 In *Colin 3* you were rewarded for success with new bits of shiny kit for your motor. This time you'll have to earn each of them in a series of tests that relate to the particular item you're after. So, for instance, if you want a new suspension, you'll need to thrash the car over some pretty hairy bumps, as our Colin demonstrates here...



LIFE'S A DITCH: Thrash the car to fill the large red bar and a new suspension kit is yours.

EXPECTED UK LATE SEPTEMBER

COLIN MCRAE RALLY 04

Prepare for more mud, sweat and gears. The flying Scotsman is back and looking better than ever.

ABSOLUTELY loving this. Two stages in to the USA rally at the very start of the world championship and our Impreza is trailing sparks, having lost both its rear tyres after a 'minor' off-course diversion. OK, we ploughed it into a ditch, and also might have *just* caught the odd rock or two, but before that everything was going swimmingly. Honest. The all-new handling model feels fantastic, the environments look brilliant, and bugger a cockroach if the in-car view isn't the best thing in any racing game on PS2.

Sadly, we had better to retire from the main event for the time being and see what else *Colin 4* has in store. Get in! Here's a late 1960s MGC GTS in the Bonus vehicles section. And what's this? You can unlock a Ford Transit too? Yep, it actually says Ford Transit there. Flicking through the cars in the championship garage we find everything from Pumas and Puntos to Quattros and 2CVs. Twenty-one vehicles in total. That'll be 20 more than last time then.

Scrolling around the menus we find an option saying Test 1. We dive in. The car's up on rollers in a garage and we can earn ourselves a better gearbox by holding the revs at certain points. We fail miserably. Twice. And the game won't let us try again. For now... Test 2 has us jumping around a bumpy course to give the suspension a work-out. We pass and acquire some new shocks. Nice.

CM4 is shaping up to be the best rally game yet. Take a look at the DVD and try telling us otherwise. Will it be better than the rally sections in *GT4*? That remains to be seen, but *McRae* hits the shops in September and *GT4* isn't out until Christmas, so who gives a monkey (wrench)? **PSM2**

Huge review next month...

DVD ACTION

Slip that disc into your PS2 right now for an awe-inspiring, lip-smacking taster of *Colin McRae Rally 04*. We said NOW.

"BIGGER AND BETTER THAN CM3, COLIN MCRAE 04 IS SHAPING UP TO BE THE BEST RALLY GAME YET"

PSM2 FIRST PLAY

HANDS-ON VERDICT

04 colin mcrae rally

2 **Codemasters have defied mathematical laws, adding 2 plus 3 to come up with 4. That's to say they've taken the free choice element of *Colin McRae 2*, mixed it with all the graphical niceties of number 3 and produced one of the best racing games we've ever seen. It really is delicious to look at. There's an ultra-realistic and organic feel to the tracks, and the car models are second to none in detail.**

Of course, looks don't count for squat if the handling isn't there, but thankfully the reworked mechanics are a dream. Allowing the player a choice of 21 vehicles, the ability to construct your own rallies and the new upgrade tests all help to give it more lasting appeal, and if there were only a few more hours in the day we'd be having another bash at winning the championship.

You'll love it because ...
It's a quite outstanding rally game

You'll hate it because ...
You hate driving games and torture kittens.

ORIGINALITY ★★
HANDLING ★★★★
PRESENTATION ★★★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

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You have three, four seconds tops. If you make it at all. In that time you go from 0 to 165 mph then back down to 50 for the corner at St Devote, Monaco. Welcome to the world of Formula One.™ Formula One 2003™ – the only game with all the current teams, drivers and circuits.

uk.playstation.com

NEW RULES, NEW DRIVERS, NEW FORMULA ONE 2003.

PlayStation.2
THE THIRD PLACE

RADIO RUN FM

1 In a cheeky nod to *GTA:VC*, radio keeps you informed of weather, obstacles and events. The big soundtrack news: electro dance act Fischerspooner will provide a remixed version of their cult classic Emerge, while Royksopp also contribute a tune. Wait until you're whizzing down a slope at 30 mph...

TRAIL TO THE KING: Look how deep Viggo sinks into the slope - that's 30 kinds of snow for you.

SPLITTING DISTANCE: The radio will forewarn you of events and alternate paths.

EXPECTED UK OCTOBER

SSX3

"Want to be the first mag in the world to play *SSX3*?" warble EA. We've already got our fingers on the pad...

"WHO'S the little kid?... *Whosthelittlekid?*", cries PSM2, desperate to get a better look at the flame-haired moppet in the chopper loading bay. The camera pans, we spot Moby, Mac and... ooh, is that Elise?... Suddenly, the focus zooms out at breakneck speed, the chopper melts against the mountainside, and – *wooosh* – a female boarder leaps out to brave the elements. The perspective shifts, the on-screen icons fizz into view and – ohmigod – we're playing *SSX3*...

"IF YOU THOUGHT PIPEDREAM WAS MERCILESS, THE ICY BANKS OF SSX3 WILL LEAVE YOU REELING"

PSM2 FIRST PLAY

0m 3secs: Aaaarggh! The intro FMV launches you straight into the action, which we hadn't anticipated. No menu screens. No warning. Zip. We're playing as 'sexy' new female rider, Allegra, and we're plummeting towards a quasi-vertical powder-licked slope. Brace for impact...

0m 12secs: *Booomph*! The board hits the ground, tossing up great plumes of feathery snow. EA Big's latest contains over 30 types of flaky stuff, compared to *SSX Tricky's* five. Upshot? Carving the mountain is more tactile than ever. You really feel the difference between crumbly off-piste, hard-packed snow and ice...

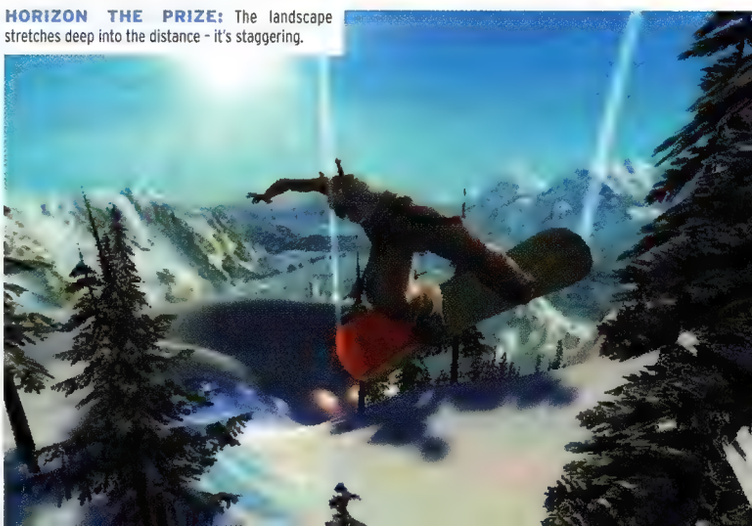
1m 10secs: Ooosh! We fluff *another* jump, and decide to fiddle about with the controls. They're currently locked to Default, so the D-pad activates spins and flips, but we're assured that in the finished game you'll be able to use the Pro setting preferred by *SSX* veterans, where you use the left analogue stick to 'pre-wind' jumps. We jink the *right* analogue stick and start messing about with the new board press moves – they're a bit like the manual rolls in *THPS4*. Roll the stick up and down to move into a board-bending 'wheelie' (or 'Butter' in snowboarding terminology), which allows you to link tricks in one continuous combo. The balance bar controlled it through steady tweaking of the right analogue.

MERQURY RISING: Sorry *SSX Tricky* fans, this isn't Merqury City but a near-as-dammit tribute.

1m 33secs: Eh-oop! Our first challenge. We've got to reach the checkpoint in 30 seconds, spending no longer than ten seconds in the air. Sounds easy, but we manage to spill off a 70ft precipice and blow the lot. We decline the 'Restart' option and speed off again, pulling a cheeky handplant (D-pad and △) on a protruding log... mmm, new.

2m 14secs: "You're tuned to mountain radio..." purrs the DJ before Queens of the Stone Age crackle over the speakers. The music still ebbs and flows like *SSX Tricky*, rising to reflect the intensity of the action, but the

HORIZON THE PRIZE: The landscape stretches deep into the distance - it's staggering.



HEAD GEAR

Unlike *SSX Tricky*, where outfits came in a set – like Mac's FBI garb – you'll now be able to mix-and-match items as you please. In addition to a huge selection of caps and beanies, you'll be able to equip novelty headgear, like Elise's bunny ears.

JACKETS

Look, it's cold out on the slopes, but that won't stop the *SSX* crew from trussing up in a variety of Hawaiian shirts, vests and hoodies. You'll also be able to customise your jackets with logos, handy for that personal touch during online play.

STATS

Stat points will be earned in a different way from *SSX Tricky*, bought using cash, not earned directly through competition results. EA haven't confirmed the attribute areas, but expect to improve your stability, speed, jumps and trick ability.

ACCESSORIES

Somewhat impractically, Mac can wear a skateboard on his back, useful if, um, it starts snowing slabs of concrete or something. You'll also be able to wear a pair of DJ'ing decks. Useful, we presume, if it starts snowing records.

TROUSERS

We can't honestly see much variety here outside of novelty camo trousers, baggy shorts and tragi-comic, goolie-freezing Y-Fronts. Which are unlikely to appear. Actually, the prospect of seeing Elise in skin-tight lycra butt-riders is appealing.

DRESSED TO THRILL

2 "You're money and you don't even know it!" cried Vince Vaughn in *Swingers*, but you'll have no such problems in *SSX3* thanks to a selection of swishy new outfits and over 1000 accessories. You'll look like every penny you've earned, because every time you nail a killer combo, complete an EA Big Challenge or win a compo, you'll earn cash – which you can trade for new songs, clothes, posses and stat points. Confused? *SSX* veteran Mac models his winter wardrobe above.

CLEAR AS FOLK: Collect a Trick Multiplier with a full Adrenaline bar and the board glows translucent.

influence of *GTA:VC*'s radio is telling. Our attention is drawn to the Super Pipe compo. We slalom to the branch point and carve left...

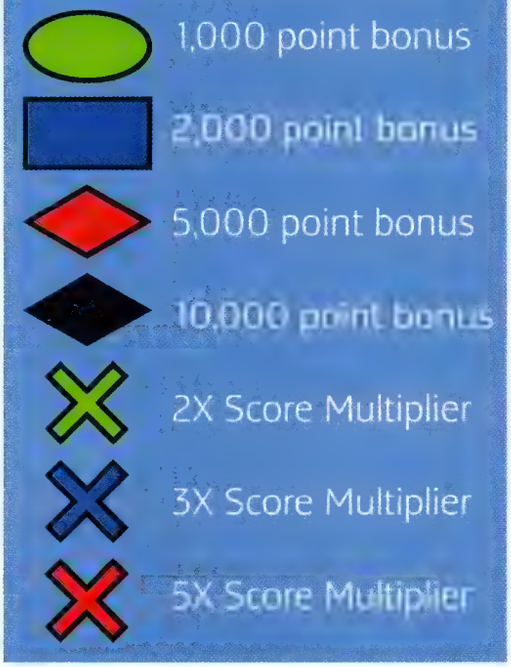
3m 27secs: Wooah! If you thought *Tricky*'s Pipedream course was merciless, the icy banks of *SSX3* will leave you reeling. Charging up the pipe, we pull a 900°, er, *something*, crashing through a score multiplier in the process. No more snowflakes, the new icons look like rainbow cough lozenges. Landing safely, we hit the finishing line and...

4m 48secs Nerk! The demo crashes to a halt. Fingers twitching, we flip the reset switch and start again... Alessa tumbles onto the slope while our gob widens like the San Andreas fault... face facts: *SSX never* felt this good. **PSM2**

Tuck aside £40 for October now.

WHAT'S THE SCOREY?

3 Bad news, shape zealots. *SSX Tricky*'s score-multiplying snowflakes – the holy grail of Show Off mode – have been replaced with big crosses. Sure, it's only a cosmetic change, but you'll also have to contend with bonus icons, which contribute a fixed sum to each trick. Here are the new Slopestyle score multipliers.



LEAN STREETS: The red bit on the left hand side of your CB indicates the danger level.

CB PHWOAR

4 The walkie talkie indicates your speed, steepness and level of danger. Basically, the more dangerous the terrain, the more cash you get for landing tricks. You can recover from falls by tapping ⊗ for a Wipeout Recovery. Show offs can build up their Adrenaline Bar on the flat by pulling Board Press Tricks and whipping around 180° at the tipping point. Risky, but the sensation of weight is spot on. And you can even Board Press during riskier grinds.

GLOW FOR IT: Watch for the vapour style contrails on big moves.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

SSX3 OFFICIAL MAGAZINE

STOP PRESS!

As we go to press, EA have brought us a hot new version of SSX3. We're playing every course from the first two peaks – they're keeping the third secret – from so-fast-it-bleeds Race course Intimidator to the trick-tastic Slopestyle course R&B, and it's looking almost impossibly good. See those mildly dissenting words in the Verdict box? We're cramming them back into our mouths. Can you hear? "Thhiiis... gnnph... will... be... BRILLIANT!" The latest version has weather, crusty pistes and avalanches where snow blinds the screen. Better yet, we caught a video preview of Peak Three, with rain licking the lens and fog denser than porridge. This will be genius. More next month.

PEAK 3

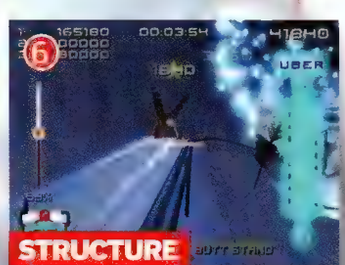
RACE

The race tracks – five courses dotted over three peaks – have been specially designed to maximise speed. Our fave so far is Intimidator on peak two, complete with semi-transparent speed tubes – like *SSX Tricky*'s Alaska – and fog-shrouded drops.

PEAK 2

ONLINE SHOCK

Yeah, that's right. *SSX3* will almost certainly be online, contrary to previous info from EA. Well, thanks for making us look like liars, chaps. The format is undecided, but expect a selection of races and trick events with fiercely-contested score leagues. More tantalising info next month.



STRUCTURE

You start on weather-friendly peak one, and need to work your way up to the vicious peak three glacier. You can do this by, a) collecting all the items on each peak during Freeride, b) hitting a prescribed points total, or c) winning an event. To unlock the *whole* mountain as one huge 28 minute run, you'll need to nail every objective on every peak. Tough, but it's for the ultimate reward. The final challenge will be a free-for-all timed race down the entire mountain. Incredible.

FREERIDE

This is the hub of the game, where you cruise around pulling leaps, completing EA Big mini challenges – like performing a nose press grind on a rail – and collecting cash. Every so often, you'll come to a junction and have to choose between doing an event or continuing cruising around. If you go too far down the slope, you can trade cash for heli-lifts and cable cars back up the mountain-side.

BIG AIR

The Big Air event is new to *SSX3* and features a series of short leaps – to build up your adrenaline meter – before a *huuuge*, near-vertical cliff face to pull your defining trick. The whole event takes about 30 seconds, with five attempts to prove your worth.

SLOPESTYLE

This is the unofficial replacement for *Tricky*'s Show Off mode, and provides even greater potential for huge air and insane grind combos. Basically, while *Tricky*'s levels were shared between races and trick modes – with slight modifications – *SSX3*'s Slopestyle circuits have been built specifically for stunts, with incredible provision for combos.

TWEAK AT THE KNEES

5 Wassa? The shiny circle you'll occasionally see in screenshots is the new 'invert' multiplier rewarding you for holding grabs or flips in preposterous positions. In real words, you score points for stalling a back flip with your head pointing towards the floor – by pushing Down to initiate the trick and Up to freeze it in mid-air. The same applies to all rotational tricks. Remember, danger! – points. Much unlike life.

PEAK 1

SUPERPIPE

A half-pipe, but not as we know it. Opposite facing banks about 30ft high let you build the adrenaline meter and really push for those Uber tricks. For the record, there are now three types of Ubers: Level One (rider takes one foot off board), Level Two (flips and twirls like *SSX Tricky*'s Ubers) and Monster Tricks (a whole new level of athletic implausibility). We're the only mag in the world who've seen them in their twirly glory, causing the adrenaline bar to pulse flame red.

DVD ACTION

Yup, we knew you'd be interested in seeing this one in action. Head back to DVD #38 for a taster. And there'll be more soon, so keep an eye out.

HANDS-ON VERDICT

6 *SSX Tricky*'s one of the best games *ever*, scoring 95% in PSM2#16, and *SSX3* makes a giant evolutionary leap. Despite the obvious debt to *GTA:VC*, we're concerned about the gameplay structure. *Tricky*'s genius was its tight course design and progression curve. After early exposure to *SSX3* the game feels unfocused, with too much time spent bouncing down the mountain hitting random objectives. That said, the control system's tighter than a Scotsman's gusset, with the subtlety of board presses and über tricks. We're confident that EA Big can combine the wonder of exploring off piste with pick-and-mix challenges that can be repeated for maximum addiction. Furious and lazy – the juxtaposed tempo should delight the hardcore, but the mass market jury's still out.

You'll love it because...

You love deep, playable games and relish the freedom to explore twinned to the luscious dynamics of *SSX*.

You'll hate it because...

You can't bear fussing about discovering hidden subtleties.

ORIGINALITY ★★★
HANDLING ★★★★★
PRESENTATION ★★★★

INFO

- **DEVELOPER** EA Canada
- **PUBLISHER** EA
- **GAME TYPE**

ANTICIPATED FEATURES

- [illegible] including Big Challenges
- [illegible] including four new riders
- Soundtrack featuring Red Hot Chilli Peppers and the X-Ecutioners
- Customisation and reward system

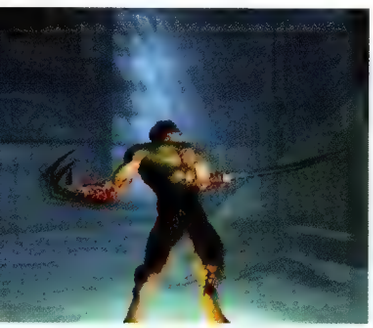
WHERE IT'S AT...

- The code we're playing lacks peripheral detail, but the controls are firmly locked in place. We confidently expect the game to make its planned October release date.

JAIL SAFE

1 As well as the 12 deadly weapons, Torque can also call upon the powers of his mind to help him. If he spends too much time in combat, or encounters one too many flashbacks he gains the ability to warp into a hulking creature in the style of *Summoner 2*. The neat thing about this particular rage beast, though, is that it gains further special abilities whenever it defeats a different member of the island's hell spawn.

TOO SHOT TO HANDLE: Check out the blood. The more he fights, the more bloody he gets.



RAGE TURNER: Torque's inner demon gains abilities the more enemies it defeats.

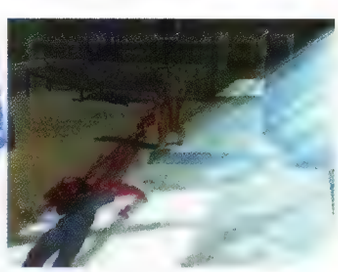
EXPECTED UK JANUARY 2004

THE SUFFERING

Hell in a cell and outside as well, as Midway's banged up shocker spews an island of pain.

WHACK! Straight through the skull from the top to the jaw. The creature clinging to the ceiling picks up the lifeless guard and bashes him against the bars. Blood spatters our hero, Torque. He doesn't seem too perturbed, though. He's the kind of guy that'd bring a rubber duck to a blood bath. He's hardened to the horror – after all he killed his wife and kids... Didn't he?

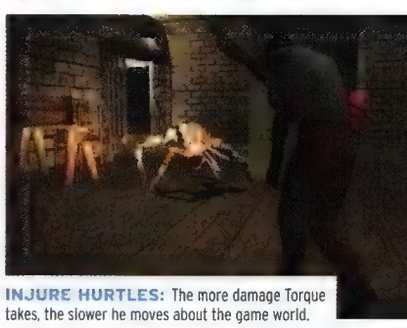
PSM2 FIRST PLAY



CHILLY CON CARNAGE: Almost every room contains some kind of gruesome scene.

As far as openers go, this one's a gem. An amnesiac death-row inmate, a haunted prison, tortured souls wandering the corridors executing others using the same means by which they met their own demise. It could be a page straight out of the *Silent Hill* tour guide, but the difference is that everything is less ponderous and more trigger happy.

These aren't the kind of monstrosities that can only be stopped by a magical camera or ectoplasmic grenades. These bad boys are physical. They slice up prison guards and leave bits of them for you to discover. They gas their victims, they electrocute them and, best of all, they eventually stop moving once you hit them with something pointy – like a bullet. Half-an-hour into our first play and we'd already taken out several Cartwheelers (see Scum Dancing) with our trusty metal shard and handgun. And then Associate Producer Matt Vella clicked in the 'all weapons' cheats and we looked on enviously as he went after a lethal injection creature with a fire axe. Then the TNT came out, then the Molotov cocktails, the flame-thrower... The linchpin here is that you get involved with your horrors. So much so that, by the end of any bout of combat, Torque's drenched in blood and the rage meter in the left of the screen has leapt up another notch. Top it out after prolonged exposure to slaughter, and the Hugh Jackman-styled central character will bug out big style.



INJURE HURTLES: The more damage Torque takes, the slower he moves about the game world.

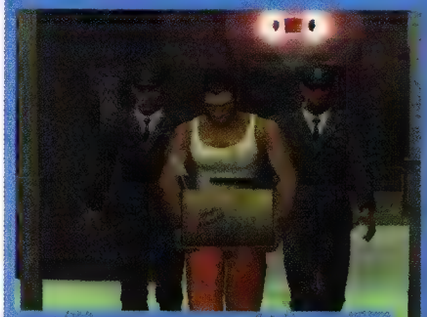
"BY THE END OF ANY BOUT OF COMBAT, TORQUE'S DRENCHED IN BLOOD"

You're never quite sure if the hulking rage beast he turns into is just a figment of his imagination or an actual manifestation. All you can confirm is that when this thing with its bladed arm arrives, everything else in the room turns into dog food. Still the uncertainty lingers. Flashbacks to his past, hints of creatures in the shadows, a boss character called Dr Killjoy who only ever appears via cinematic projection... It's a brilliant balance between illusion and the visceral, and it's one we're itching to take home and invest some quality time in as soon as we can. **PSM2**

Sneaking back into next year, but that's a good thing as this will only get tighter in the interim.

JAIL PORTER

2 The opener to the game is incredibly cinematic, with the prison being taken over by hostile entities. But what makes *The Suffering* truly gripping is its pace. Look at the way things expand the further the plot progresses. A cell, the prison, a Victorian asylum and then out on to the island itself. In tandem Torque's memory slowly begins to creep back. By the end these two finally unify in one of three endings which are all dependant on the way you played the game.



BARS AND STRIPES: Torque gets banged up but only remains in his cell for a few minutes before it all kicks off.

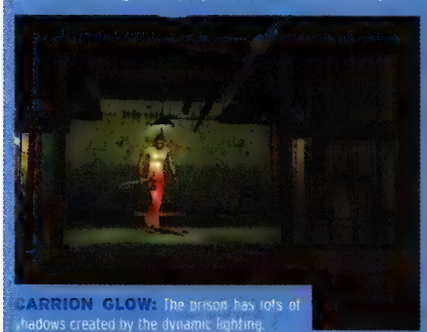
SPLITTING HEAD BREAK: Here's that bit we talked about in the intro. It's a great shocker that really draws you in.

CON 'MARE: The most grisly part of encountering scenes like this is that you can view them all first-person.

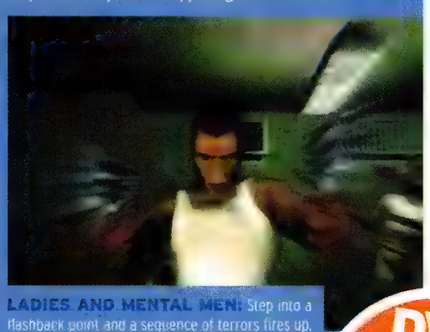
ISLE BE WHACK: Get outside the prison walls and you've got a whole island full of nasties to contend with.

HIDDEN, THEY DO WELL

4 In addition to the raw, in-your-face approach to the horrors of the game, there's also enough inferred, occult stuff to instill chronic unease. Fleeting views of creatures as they scamper through doorways, decapitated guards sitting next to ash trays containing still smoking cigarettes, phantom images popping up on CCTV monitors as you view them... It's enough to make you want to crawl back to your cell and pretend it's just not happening.



CARRION GLOW: The prison has lots of shadows created by the dynamic lighting.



LADIES AND MENTAL MEN: Step into a flashback point and a sequence of terrors fires up.

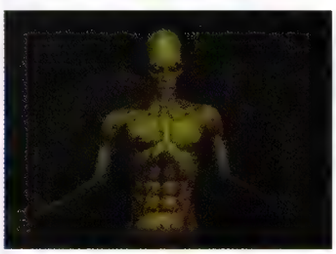
VENT PEG: Cutscenes hint at greater unpleasantness lurking beneath the surface.

BUZZ LIGHT EAR: Leccy is both friend and enemy. It powers the torch, but also gets fired at you.

SCUM DANCING

3 Each of *The Suffering*'s monstrosities has two unique features. First, they were designed by Hollywood creature creator Stan Winston. Secondly, they each represent their means of execution. The Cartwheelers have heads held on by bolts, while those killed by lethal injection have syringes sticking in them. This extends to the game's bosses who add both the gas chamber and electric chair to the convict disposal processes.

TROUBLE AND KNIFE: The Cartwheelers, the first monsters you encounter, use all four of those blades when they pounce.



THE GASSED AND THE FURIOUS: Hermes here is the boss of the gas creatures.

SURGEON SUICIDES: Dr Killjoy appears via projectors that trigger when you enter certain rooms.

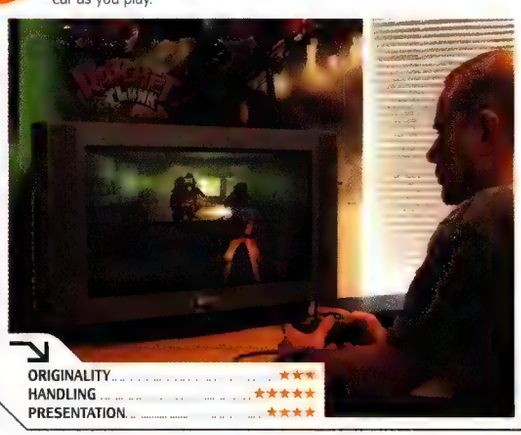
HANDS-ON VERDICT

5 OK, let's take this from the big to the small. Big picture; the effortless switch from third to first-person, the foot weary size of each of the nine levels around the island, the three endings dependant on how you broach certain moral dilemmas thrown your way. Small screen highlights; the fact that you can pop open lockers, *Half-Life*-styled cutscenes where bodies get dragged through gratings by unseen entities, flushable toilets and two types of door opening animation. We could also draw attention to the puzzle factors, shootable lights and unprecedented amount of swearing. But, in light of this not turning up for another five months, we'd better hold something back for a more detailed update.

You'll love this because...
You found that you avoided rather than engaged in combat with *Silent Hill*.

You'll hate it because...
You can't stand people whispering "Kill them. Kill them all!" in your ear as you play.

DVD ACTION
Look out for the rat spawner splitting open in the trailer we ran back on issue 38. Eeeeeuhhhhhwww! You have been warned...



ORIGINALITY ★★★
HANDLING ★★★★★
PRESENTATION ★★★★

THE SUFFERING

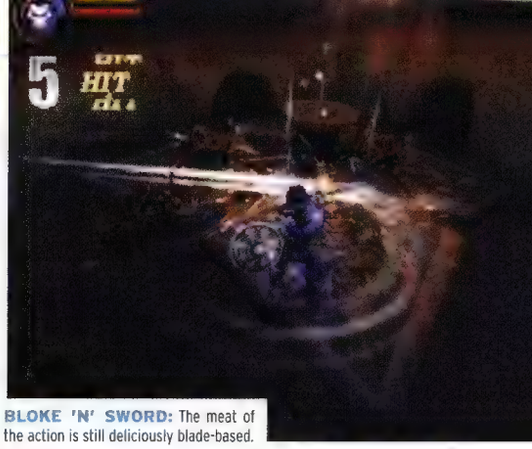
INFO
- **DEVELOPER** Midway
- **PUBLISHER** Midway
- **GAME TYPE** Action Adventure

ANTICIPATED FEATURES
- Four horrific bosses to beat.
- Nine vast levels including a high security prison, a lighthouse, an asylum and an abandoned ship.
- 12 weapons, including shotguns, Molotov cocktails and flame-throwers.
- Fully deformable interior items.

WHERE IT'S AT...
- Looking incredibly solid but gaining extra working time thanks to David Zucker, Midway's new CEO, championing quality rather than quantity.

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!



BLOKE 'N' SWORD: The meat of the action is still deliciously blade-based.

FEELING GRIM?

1 Get surrounded by rabid hordes of Zinners and you can call upon Death himself to act as a kind of super smart bomb in your favour. He'll go ballistic and kick the hell out of any poor enemy who happens to be in sight, levitating and scything under your feverish control. To unlock this ability you need to collect souls from your fallen enemies and then activate a jazzy, purple summoning animation.

GRIM REAPER: Watch and smirk as Maximo summons his old mate Death.

EXPECTED UK CHRISTMAS

MAXIMO VS ARMY OF ZIN

And lo, Maximo did return to smite an army of Zinners...

PSM2 FIRST PLAY

MAXIMO is back for his second adventure on PS2, complete with a battle-scarred face and new moves, in a game that aims to improve on the original in every respect. And, as sequels go, this could be a classic.

Picking up the story from the first game (kill baddies, find girl – Shakespeare it ain't) your mission is to rid the world of an attacking army of robotic foes, helping the villagers they want to hurt as you go. Instead of randomly uncovering hidden stashes of goodies as you did in the original, you can now claim keys to hidden treasure chests, money and gifts from the innocent locals you help.

Combat is now a greatly evolved affair – as well as dishing out 30 attack combinations, you can even enlist the services of Death himself to unwind your clockwork nemeses. The old repertoire of shield-based power-ups remains, but this time you don't relinquish your hard-earned abilities when you die. Which is mightily handy when it comes to using your shield as a hog-up to negotiate a really tricky platform segment.

The whole vibe of the game has changed. Environments are now more verdant and open to exploration, the character models are more detailed, and the bosses you encounter are more spectacular than ever.

There's little doubt too that the game has been made more accessible to the average player, a move prompted by complaints that the original was simply too difficult. Death's role as a smart bomb aside (see Feeling Grim?), it seems Maximo has grown in strength after the tribulations of his challenging first quest.

What's more, you can now save your progress at the end of the level, rather than having to rely on paying for the opportunity with koins collected in the heat of battle. The koins are still present, but now serve as continue points in the event of your grizzly death during a level. PSM2

Dice with Death this Christmas.

DVD ACTION

You know us – we wouldn't leave you without a wee taster of the lovely Maximo. Check back on issue 38's DVD for a glimpse.

"YOU CAN EVEN ENLIST THE SERVICES OF DEATH TO UNWIND YOUR NEMESES"

HANDS-ON VERDICT

2 **There's a familiar feel about *Maximo Vs The Army Of Zin*. It plays just enough like the original game (*Maximo: Ghosts of Glory*, PSM2 #20 – 84%) to pre-empt an exodus of dissatisfied regulars. Better still, a few neat changes mean that this second instalment has plenty to offer us sword-wielding veterans. The highly directed feel of the original had to be curbed for starters – you now have a little more freedom to explore the level, but the clever game design means you are usually drawn along in the right direction.**

You'll love it because...

There are so many instances where the developers have upped the ante in terms of detail. Take the new climb manoeuvre that allows you to jump once, stab your sword into a wall and then swing on to it to reach a high platform.

You'll hate it because...

The trade-off for a more free-form approach to level design is a decrease in the graphical quality.

ORIGINALITY ★★★
HANDLING ★★★★
PRESENTATION ★★★

MAXIMO ARMY OF ZIN

INFO
- DEVELOPER
  Production Studio
- PUBLISHER
  Capcom
- GAME TYPE
  Platform Action

ANTICIPATED FEATURES
- [illegible]
- Two playable [illegible] (Death) joins our hero in the fight.
- [illegible] which you have to save innocent [illegible] to gain power-ups [illegible]

WHERE IT'S AT...
- [illegible] seems to be [illegible] and stick it on the shelves.

POLYPHONIC & MONO TONES TO ROCK YA BLOWA

Yes, every tone listed is available in conventional mono tone and most in the NEW polyphonic style which combine various instruments and actually sound like real stereo music. You can check if your phone takes a polyphonic or mono tone below

TONE PREVIEW LINE
Listen to any tone listed BEFORE you order
0906 782 9340
CHECK PHONE COMPATIBILITY BELOW

TO ORDER ANY POLY OR MONO TONE FEATURED CALL

0907 787 9427

(1.) Call the number above (2.) Quote the 6-digit code (3.) Receive your selection
† OR ORDER FAST BY FAST TEXT SEE A, B, C OR D BELOW

TXT CHAT MESSAGES FROM 50P* YES just 50P*

(A) TO ORDER YOUR POLY RINGTONE BY TEXT:
A ULTRATONE + ORDER CODE + PHONE MAKE + PHONE MODEL + TO 80189
WORKS ON: VODAFONE, O2, ORANGE, T-MOBILE & VIRGIN NETWORKS
(A) e.g. If you wanted the Poly Airwolf Theme (108213) & you have a Nokia 7650 then Text: ULTRATONE 108213 Nokia 7650

(B) TO ORDER YOUR MONO RINGTONE BY TEXT:
B ULTRATONE + ORDER CODE + TO 80189
WORKS ON: VODAFONE, O2, ORANGE, T-MOBILE & VIRGIN NETWORKS
(B) e.g. If you want the Mono Airwolf Theme (100621) text ULTRATONE +100621 to 80189

(C) IF YOU CAN'T FIND THE SONG YOU WANT THEN TEXT:
C ULTRATONE + SONG TITLE TO 80189
ONLY AVAILABLE ON NOKIA
(C) e.g. If you want the Abba song WATERLOO text ULTRATONE WATERLOO to 80189

(D) CAN'T FIND THE ARTIST YOU WANT THEN TEXT:
D ULTRATONE + ARTIST NAME TO 80189
ONLY AVAILABLE ON NOKIA
(D) e.g. If you want Tatu's latest record text ULTRATONE TATU to 80189

THEN SEND YOUR TXT TO: 80189 ▮ TEXT ORDER FROM S. IRELAND - TEXT TO 57080 ▮ YOU MUST LEAVE A SPACE BETWEEN EACH WORD & CODE

TONE OF THE WEEK
Beyonce + Jay Z - Crazy In Love
(Mono)120398 (Poly)120012

GREATEST TOP 50 RINGTONES

Tone	Mono	Poly
Airwolf	100621	108213
Knightrider	100131	107030
Indiana Jones	100126	108821
Pulp Fiction	100695	109012
Fools & Horses	101226	108315
BBC Cricket	100685	116171
Joe 90	100805	111696
Benny Hill	100013	109279
The Simpsons	100219	107052
Get Carter	100896	108313
Italian Job	100691	107026
The A Team	100682	107898
Magnificent 7	100668	108832
Magic Round About	100663	107900
Winnie the Pooh	100253	107831
James Bond	100016	107023
Dambusters	100703	118331
Halloween	100048	109159
The Muppets	100064	108209
Great Escape	100038	107003
Eye of the Tiger	100687	108299
Beverly Hills Cop	100010	108195
Banana Splits	100804	108264
Rainbow	100596	108301
Hawaii 5 0	100690	108384
Godfather	100884	108294
Phoenix Nights	102796	107872
Stay Another Day – E17	101766	118334
Enter the Dragon	101246	108312
Land of Hope & Glory	101743	108447
S o t Water – Deep Purple	100084	108369
You'll Never Walk Alone	100379	107041
Fields of A'ray – Celtic	100381	108273
Kingstown Town – UB40	100939	109845
T'lar Bells – M Oldfield	100094	107004
Faith – George Michael	100218	118339
Do you like it – DJ Piper	100589	118334
Sweet Child of Mine	101084	107012
Bat out of Hell – M'Loaf	100343	119445
Next Episode – Snoop/Dre	100392	118335
The Way I Am – Eminem	100339	108210
Stan – Eminem	100328	108329
Eminem – Lose yourself	108002	107810
21 Secs – So Solid Crew	100861	107882
Hey Baby – DJ Otzi	101061	107048
U'Ground – Girls Aloud	108378	107893
Sk8er Boi – Avril Lavigne	108011	110068
Cheeky Girls – C Song	107986	107817
Bad Intentions – Dr Dre	101566	118363

CAN'T FIND WHAT YOU WANT? we'll tell you all your favourite artist(s) tones CALL:
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FRIENDS REUNITED

Tone	Mono	Poly
Addicted to Love – RPalmer	111616	111514
Baby I Don't Care – T'Vamp	111617	111515
Break My Stride – Matt Wilder	111618	111516
Don't Leave – Communards	111619	111519
Everybody – Tears/Fears	111620	109319
Fade of Gray – Visage	111621	111521
Frankie – Sister Sledge	111622	111522
Hungry Like – Duran Duran	111623	111523
Come On Eileen – Dexy M Run	100875	109315
If You Don't – Simply Red	111625	111625
Joanne – Kool and the Gang	111627	111527
Labelled with You - Squeeze	111627	111528
Move Closer – P Nelson	111628	111530
Stand & Deliver – A & The Ants	111629	111531
Stand by Me – Ben E King	111630	111532
Tainted Love – Soft Cell	111631	111533
That's Ent'ment – The Jam	111632	111534
There She Goes – The Las	111633	111535
Through the – Spandau Bal	111634	111536
Vienna – Ultravox	111635	111538
Wishing I Was – Wet Wet Wet	111636	111540
Wonderful Life – Black	111637	111541
Wouldn't it be – N Kershaw	111638	111542

THIS WEEKS TOP 20

	Tone	Mono	Poly
1	Beyonce + Jay Z - Crazy in Love	120398	120012
2	Evanescence - Bring Me To Life	110559	111603
3	Fast Food Rockers - Fast Food Song	117372	118497
4	S Club 8 - Fool No More	117373	
5	Mis-teeq - Scandalous	111173	111685
6	Blazin' Squad - We Just Be Dreamin'	120390	120900
7	R Kelly - Ignition	116955	112674
8	Wayne Wonder - No Letting Go	110352	120017
9	Deitra Goodrem - Lost With out You	116243	120514
10	B Rhymes/M Carey - I Know What You Want	116187	117255
11	XTM & DJ Chucky+ Annia - Fly on the Wings	116215	118500
12	Metallica - St.Anger	120383	120615
13	Ashanti - Rock Wit U	116925	120019
14	Jennifer Ellison - Baby I Dont Care	116203	120515
15	Tommi - Like What	117382	120901
16	Gary Newman V Rico - Crazier	120903	120902
17	Amy Studt - Misfit	116906	120221
18	Christina Aguilera - Fighter	116897	118082
19	Scooter - The Night	117427	118086
20	Moloko - Forever More	120562	120510

FILM & TV RINGTONES

Tone	Mono	Poly
Airwolf	100621	108213
A Team	100682	600266
Avengers	100622	109090
Baby Elephant Walk	100872	107794
Banana Splits	100804	108264
Battle of the Planets	100841	119446
BBC Cricket	100685	107033
Benny Hill	100013	109279
Beverley Hills Cop	100104	109096
Blue Peter	101221	118087
Bob the Builder	100816	119447
Braveheart	101154	108859
Buffy The Vampire Slayer	100681	108216
Cagney & Lacey	100842	109107
Captain Scarlett	102789	108309
Chariots of Fire	100628	108523
Charlies Angels	100502	119451
Chefs Song	102688	118085
Chitty Chitty Bang Bang	100807	110683
Crouch Tiger Hidden	110026	119453
Dads Army	100686	118330
Dallas	100021	112298
Dambusters	100703	118331
Dangermouse	100817	108431
Dawsons Creek	100749	109873
Deer Hunter	100752	108579
Deep Space 9	101304	109128
Dirty Dancing	110028	110107
Doctor No	100115	118081
Dr Who	100629	109127
Dukes Hazard	102689	118336
Eastenders	100029	108388
Enter The Dragon	101246	108312
Enterprise	102792	118337
Entertainer	100030	108319
Eye of the Tiger	100687	108299
Fools & Horses	101226	108315
Formula One	102793	107638
Fraggle Rock	100854	108235
Friends	110615	108276
Futurama	102794	118342
Get Carter	100896	108313
Girl of my Best Friend	102798	118096
Gladiator	110031	119454
Godfather	100884	109148
Good/Bad/Ugly	100689	109256
Grange Hill	101170	112302
Great Escape	100382	107003
Halloween	100048	109159
Hawaii 5 0	100690	108384
Hitchhikers Guide	102702	119459
Ho Ho/Snow White	101150	109014
Hulk	101155	109167
If I Were A Rich Man	100868	118340
Indiana Jones	100126	108281
Italian Job	100691	107026
Itchy & Scratchy	102190	118340
Jackass	102708	117260
James Bond	101126	107023
Jamie & the Magic Torch	100843	118360
Jaws	100764	109171
Jesus Christ Superstar	100889	118359
Joe 90	100805	111696
Knightrider	100131	107030
Land of Hope and Glory	100750	108447
Laurel & Hardy	101145	119462
Magic Roundabout	100631	107900
Magnificent 7	100668	108382
Matrix	116230	107800
Miami Vice	101308	109117
Monkey	102710	119463
Monty Python	100055	108392
Munsters	100063	109196
Philadelphia	110038	119464
Phoenix Nights	102796	107872
Pink Panther	100632	107771
Postman Pat	100147	109216
Professionals	100694	108321
Pulp Fiction	100695	109012
Raggy Dolls	101227	119465
Rainbow	100696	108301
Robin Hood	100791	109229
Rockford Files	100697	111698
Rocky	101343	111697
Rupert the Bear	101239	117136
Saint	116229	
Scooby Doo	102302	107020
Sesame Street	100082	109238
Sex and the City	102187	107002
Simpsons	102191	107052
Smallville	102711	119466
Smurfs	101228	108570
Snowman	101241	118100
Spooks	120553	120614
Star Trek	101546	108317
Star Wars	100086	119450
Starsky & Hutch	100698	118091
Sweeney	100088	118097
Terminator	101086	109255
Teletubbies	100091	118095
The A-Team	100682	107898
The Muppets	100064	108209
The Simpsons	102191	107052
The Vice	120554	120617
Thunderbirds	100090	109258
Titanic	100092	119726
Top Gun	100699	108304
Trigger Happy	102693	119467
Wallace & Gromit	100700	118101
Where Eagles Dare	100893	118348
Winnie the Pooh	101253	107831
X Files	101385	109022

FOOTBALL ANTHEMS

Tone	Mono	Poly
Arsenal – One Nil	100940	108300
Aston Villa – My Old Man	110617	110925
Birmingham – Keep Right on	100495	120603
Blackburn – Wild Rover	100803	108455
Bolton – Run Run	111004	110946
By Far the Greatest Team	102188	
Cardiff – Men of Harlech	101742	116253
Celtic – Fields of A'Ray	100381	108273
Charlton – Valley Floyd Road	100144	116993
Chelsea – Blue is The Colour	100499	120596
Crewe – Blue Moon	100489	108265
England – Great Escape	100382	116473
England – Vindaloo	100329	116473
England – 3 Lions	100950	106997
Everton/Watford – Z Cars	100380	120619
Fulham – Al Fayed	121003	110853
Here We Go	120494	120495
If You Know Your History	102345	120601
Leeds – Marching on 2gether	100375	110510
Liverpool – Never Walk Alone	100379	107041
Man City – Blue Moon	100489	108265
Man Utd/Spurs – Glory, Glory	100493	108278
Middlesboro – UR My Boro	111005	110970
Millwall – No One Likes Us	100787	109336
Newcastle – Blaydon Races	110616	110875
Notts Forest – Land of Hope	100750	108447
Rangers – Simply The Best	100802	120612
Singing The Blues	101101	120613
Sheff U – Agadoo	100004	115741
S'hampton – When the Saints	100378	116256
Stand Up If You Hate	100941	108300
S'land – Daydream Believer	100491	108938
The Liquidator	100680	120616
West Brom – The Lord is My	110618	110952
West Ham- Forever Blowing	100377	110852

UK CHART NUMBER 1's/2003

Tone	Mono	Poly
Gareth.G - Spirit in the Sky	111214	111137
Room 5-Oliver.C - Make Luv	111639	112589
Busted - You said No	112640	116166
Christina Aguilera - Beautiful	110317	107845
TATU - All The Things She Said	109923	110304
D.Sneddon - Stop Living the Lie	109954	110088
G.Aloud - Sound of U-ground	108378	107893

60's RINGTONES

Tone	Mono	Poly
A Whiter Shade – P Harum	100794	109737
Bad Moon – C Clearwater	101552	107802
Blue Moon – Marcels	100849	108265
Bye Bye Love – Everley Bros	101350	108443
Congratulations – Cliff Richard	101677	108589
Dock of the Bay – O Reading	100832	019282
Fun Fun Fun – Beach Boys	101318	108395
God Only Knows – Beach Boys	102433	109780
Good Vibrations – Beach Boys	102434	109401
Hard Days Night – Beatles	100800	108806
Heartbreaker – D Warwick	102489	112203
House of Rising Sun – Animals	100833	108386
I Can't Help Falling – Elvis	100761	109508
It's Not Unusual – T Jones	100856	107765
Jailhouse Rock – Elvis Presley	100762	109509
Jumpin Jack Flash – R Stones	100835	109781
Love Me Tender – Elvis	100763	109511
Mrs Robinson – S & Garfunkel	101434	108451
Penny Lane – Beatles	101436	109004
Pretty Woman – Roy Orbison	100788	108993
Robin Hood – Clannad	101707	109229
Satisfaction – Rolling Stones	100798	109785
She Loves You – Beatles	101415	108411
Sound of Music – Film Theme	101815	108669
Surfin USA – Beach Boys	100662	108390
That'll Be The Day – B Holly	101438	108480
Air That I Breathe – Hollies	100801	110099
We've Only Just – Carpenters	100648	109918
Wouldn't it Be – Beach Boys	101327	108953
You've Lost That Loving Feelin	100796	109295

BEATLES TONES

Tone	Mono	Poly
Day Tripper	100355	109409
Eleanor Rigby	100356	109411
Hey Jude	100318	109416
Hey Jude (Verse)	100357	108627
I Feel Fine	100359	109412
In My Life	100360	108804
Love Me Do	100361	109424
Nowhere Man	100362	109429

BOY BAND RING TONES

Tone	Mono	Poly
All That I Need – Boyzone	108040	110859
As Long as You – Backst Boys	100184	108599
Want it that Way – Backst Boys	100240	110906
Love on the Line – B Squad	108003	108537
One Love – Blue	107905	107806
Reminisce – Blazing Squad	110362	110458
Sorry Seems – Blue & E John	108012	107839
These are the Days – O Town	108157	107869
Tonight – Westlife	110582	112590
Uptown Girl – Westlife	100435	109027
What Makes a Man – Westlife	100410	110105

DANCE RINGTONES

Tone	Mono	Poly
Addicted to Bass – Puretone	101576	108248
Castles in the Sky – Ian V Dahl	100700	108250
Children – Robert Miles	100111	108251
Clint Eastwood – Gorillaz	100437	107759
Don't Call Me – Madison Ave	100209	107748
I Gotto Get – D Bedingfield	101454	107018
My Vision – Jakkata	102700	108763
Shake Ur Body – Shy Fx	101848	108244
You're a Superstar – Love Inc	109977	107822

CHART TONES

Tone	Mono	Poly
Fast Food Song – F F Rockers	118479	117372
Busted – You Said No	112640	116166
Lisa Maffia – All Over	112595	116164
David Sneddon – Don't Let Go	112695	116165
R 5 + 0 Cheatham – Make Luv	111639	112589
50 Cent – In Da Club	110993	111140
DMX – X Gon' Give it to Ya	110338	116167
White Stripes – 7 Nation	112610	116168
Triple Eight – Knockout	112620	116169
Jnr Senior – Move your Feet	110619	110626
Kym Marsh – Cry	112606	115485
R Williams – Come Undone	112605	115736
Madonna – American Life	112693	115735
G Gates & The Kumars – Sprit	111214	111137
Mis-teeq – Scandalous	111173	111685
Blur – Out of Time	115729	115734
D Bedingfield – I Can't Read U	110537	115483
J Lo & LL Cool J – All I Have	110313	111138
D-Side – Speechless	112631	115737
Plummet – Damaged	115730	115738
Delta Goodrem – Born to Try	110320	111139

70's 80's & 90's RINGTONES

Tone	Mono	Poly
100 Miles – Proclaimers	102733	110401
3 Times A Lady – L Ritchie	102783	109293
Agadoo – Black Lace	100004	116971
Beat It – Michael Jackson	100959	109309
Borderline – Madonna	101748	109682
Brown Eyed Girl – V Morrison	102201	109850
Cars – Gary Numan	102075	107743
Changes – David Bowie	101811	112324
China Girl – David Bowie	110051	112325
Deadweight – Beck	102049	115491
Disco – Ottowan	101263	116986
Don't Go – Yazoo	102105	110892
Don't Go Breaking – EJ/K Dee	100885	109496
Don't You Want – H League	100785	102811
Down on It – Kool and Gang	101752	109879
Express Yourself – Madonna	100755	109683
Fairground – Simply Red	101661	110083
Gypsies Tramps/Thieves–Cher	108042	109882
Hands Up – Ottowan	101461	116979
High – Lighthouse Family	101755	110903
Holiday – Madonna	100754	110399
I Feel Love – Donna Summer	108169	110468
I Will Survive – Gloria Gaynor	100128	108798
Jealous Guy – John Lennon	101597	109671
Lets Hear It – Denice Williams	102775	112651
Want to Break Free – Queen	100795	109755
Want You Back – Jackson 5	100954	107829
We Are Family – S Sledge	101770	112669
Weather With – Crowd Hse	101581	110891
What Can I Do – Corrs	101998	107757
Material Girl Madonna	101824	108796
Perfect Ten – Beautiful South	102740	110935
Polkadot Bikini – B Hyland	101757	108659
Sailing – Rod Stewart	100787	109336
Summer of 69 – Brian Adams	100837	112663
Upside Down – Diane Ross	101862	113771
Want to Break Free – Queen	100795	109755
Want You Back – Jackson 5	100954	107829
We Are Family – S Sledge	101770	112669
Weather With – Crowd Hse	101581	110891
What Can I Do – Corrs	101998	107757

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COMING SOON

ONLY IN **PSM2** - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK AUTUMN

AMPLITUDE

Release sonic blasts from the sound crystals careening through the bliss-o-sphere. In a word, 'superdope'.

EVERY so often the 'new' wave of PS2 games keeps rearing its Hoxton-finned head. Games that, like, take your brain to another dimension by, like, combining the shoot-em-up and super-dope wax from the baaaad side of town. Ya dig? No, we don't particularly dig...

If you're of the opinion that Run DMC penned Kings of Rock with the intention of it being used as rhythmic triggers for a psychedelic shooting game then you may have another thing coming. *Amplitude* is the sequel to *Frequency*, which itself owed a great debt to *Rez*, the PS2's much praised (but crap) first music blaster.

The good news is that *Amplitude* finally starts pressing the right buttons. The 'tracks' – virtual fairy-lit freeways – are much better designed this time and it's possible to get some decent music going (and feel like you're actually making the music happen) on your first try. Repeated goes will have you conducting an on-going mix by... um... shooting little multi-coloured blobs with one of three laser guns.

"OK, SO THE 'MAKING MUSIC WITH SPACESHIPS' CONCEPT IS STILL AS TENUOUS AS EVER"

ISLE OF BRIGHT: Waargh. For the first couple of minutes, *Amplitude*'s going to mess up your brain.

OK, so the 'making music with spaceships' concept is still as tenuous as ever, but it actually sounds good this time, and there's no shortage of celebs who've effectively created special mixes of their tracks for use in the game. As you play you'll be dropping in and out of rhythm, bass, keyboard, guitar and even vocals from some notable hit records. **PSM2**

Amplitude is out shortly, so expect a full review next month.

ONLINE-UP

1 Currently supplying tunes for the game are Blink 182, Pink, Slipknot, Run DMC, David Bowie (he loves his New Media...), Herbie Hancock, Weezer, Garbage and a host of underground (ie, not famous) stars. Even if you're not fans of their music, the opportunity to mix tunes against opponents, and be assessed on the fly, has got to make you sit up and take notice just a little bit.

SPARK LIFE: Skidding along a musical roller coaster's even more fun against the Yanks.

PINK 182: We're mystified as to the presence of this sneery purple lady in the scenery.

HANDS-ON VERDICT

2 **If we wanted to play a shooter, we'd go for *Metal Slug*. And if we wanted to make music, *Music 3000* would be our first choice. So the combination of music and shooting feels like someone is creating a new genre 'for people who don't like videogames'. That said, *Amplitude* does what it sets out to do brilliantly. You will sound and feel good as you play (something that the flawed *Rez* resolutely failed to do as you ballsed up the shooting bits, all the while making a noise like a cutlery drawer being thrown down stairs). There might only be three buttons to press, but you do feel as though you're *actually playing* the music this time around rather than just making mis-timed clanging noises over the top of it.**

You'll love it because...

You want to be a DJ but are better at games than music

You'll hate it because...

You'd rather play a proper videogame than a new wave entertainment concept for the next millennium...

DVD ACTION

We first locked horns with *Amplitude* back on disc 37, but will be featuring it again on our next disc alongside the review. Beatch!

ORIGINALITY ★★
HANDLING ★★★
PRESENTATION ★★★

AMPLITUDE

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- All bosses are big, grotesque beasts to slay
- Complete control over the music you make
- Put your mates to shame on the other guitars or drums
- Interacting with the crowd at key points during your tune for fun

WHERE IT'S AT...
- The version we have looks pretty much done, with only the minor tweaks remaining to be made before the UK release

PSM2 FIRST PLAY

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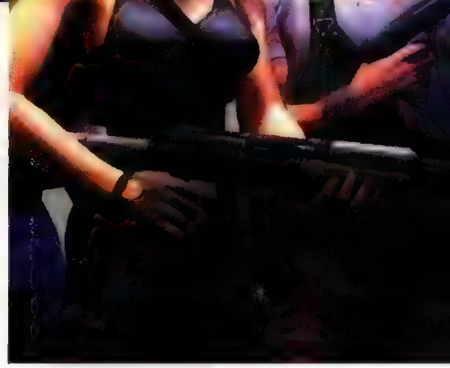
ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.



KEY

AUGUST 2003

Alien vs Predator: Extinction	EA	Str
AFL Live 2004	Acclaim	Sp
Aggressive Inline	Acclaim	Sp
Dead to Rights	EA	AA
Futurama	SCi	P
Great Escape, The	SCi	AA
Indiana Jones & the Emperor's Tomb	Activision	AA
Tiger Woods PGA Tour 2004	EA	Sp

SEPTEMBER 2003

Alter Echo	THQ	AA
Celebrity Deathmatch	Take 2	Bt
Chaos Legion	Capcom	AA
Club World	Empire	Sm
Colin McRae Rally 04	Codemasters	R
Conflict: Desert Storm 2	SCi	AS
Crashed	Empire	R
Dirt Track Devils	Midas	R
Disney's Extreme Skate Adventure	Activision	Sp
Football Generation	Midas	Sp
Freedom Fighters	EA	AS
Gladius	Activision	RPG
GTC Africa	Empire	R
Italian Job, The	Eidos	R
Psyvariar	Empire	S
Reel Fishing 3	Ubi Soft	Sp
Rugby 2004	EA	Sp
Soul Calibur 2	EA	Bt
Splashdown 2	THQ	R
True Crime: Streets of LA	Activision	AA
Unlimited Saga	Atari	RPG
Wallace & Gromit in Project Zoo	Bam!	P

Warhammer 40K: Fire Warrior	THQ	FPS
X-Files: Resist or Die	Vivendi	AA
XGRA	Acclaim	R
ZOE: The 2nd Runner	Konami	M

OCTOBER 2003

13	Ubi Soft	FPS
Breath of Fire: Dragon Quarter	Capcom	RPG
Broken Sword: The Sleeping Dragon	THQ	AA
Club Football	Codemasters	Sp
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
Finding Nemo	THQ	AA
Freaky Flyers	Midway	FS
Freestyle: Metal X	Midway	Sp
Galidor: Defenders of the Outer Dimension	EA	AA
Gladiator: Sword of Vengeance	Acclaim	AA
Kya	Atari	P
LMA Manager 2004	Codemasters	Sp
Mafia	Take 2	AA
Mega Man X7	Capcom	S
NBA Jam	Acclaim	Sp
NHL Hitz Pro	Midway	Sp
Pitfall Harry	Activision	AA
Pop Idol	Codemasters	B
Sphinx and the Shadow of Set	THQ	P
SSX3	EA	R
Urban Freestyle Soccer	Acclaim	Sp

NOVEMBER 2003

Alias	Acclaim	AA
Batman: The Rise of Sin Tzu	Ubi Soft	AA
Beyond Good and Evil	Ubi Soft	AA
Bloody Roar 4	Konami	Bt
Dynasty Tactics 2	Koei	Str
James Bond: Everything or Nothing	EA	AA
Ghost Master	Empire	Sm
Ghost Recon: Island Thunder	Ubi Soft	AS
Hot Wheels: Highway 35	THQ	R
LOTR: Return of the King	EA	AA
McFarlane's Evil Prophecy	Konami	AA
Medal of Honor: Rising Sun	EA	FPS
Prince of Persia: The Sands of Time	Ubi Soft	AA
Pro Evolution Soccer 3	Konami	Sp
RC Copter	Empire	FS
Secret Weapons Over Normandy	Activision	FS
Spongebob Squarepants	THQ	P
Tak and the Power of Juju	THQ	AA
Tony Hawk's Underground	Activision	Sp
Total Immersion Racing	Empire	R
WWE SmackDown! Here Comes the Pain	THQ	Bt

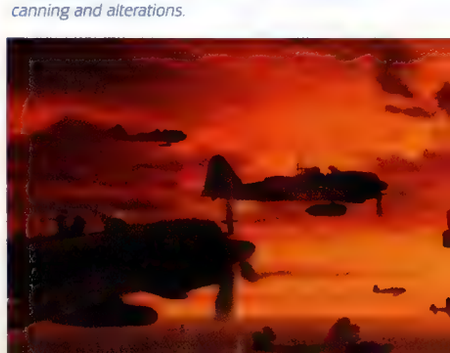
DECEMBER/CHRISTMAS 2003

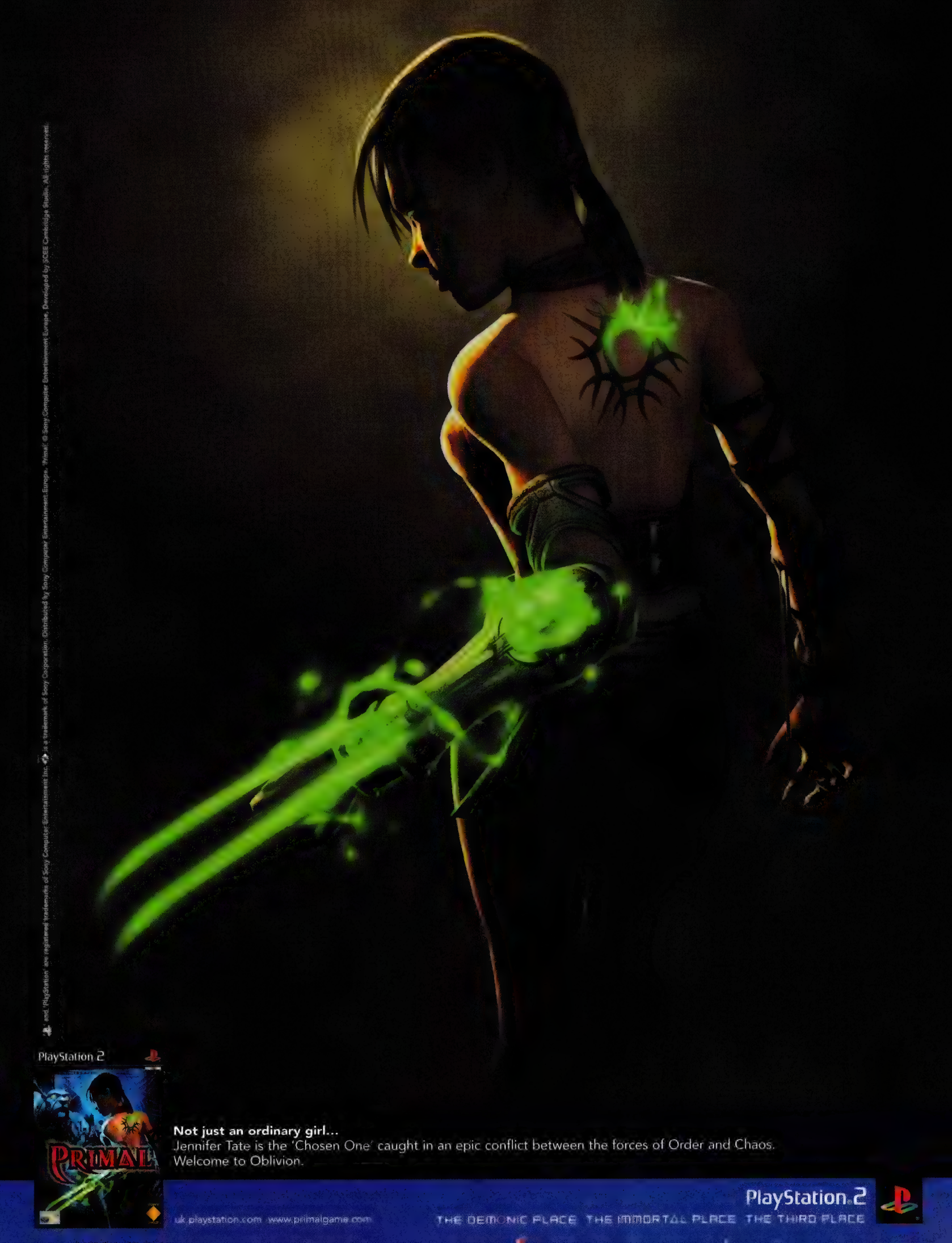
A Sound of Thunder	Bam!	AA
A Train 6	Midas	Sm
Amplitude	Sony	B
Bad Boys 2	Empire	AA
BattleBots	THQ	Bt
Bulletproof Monk	Empire	AA
Bust-A-Bloc	Midas	Pz
BVC: Battle Construction Vehicles	Midas	R
Conflict: Desert Storm 2	SCi	AS
Curse: The Eye of Isis	Wanadoo	AA
Detonator	Midas	Pz
Dragon's Lair 3D	THQ	AA
Dredd Vs Death	Vivendi	FPS
Eternal Quest	Midas	RPG
Final Fantasy 10-2	Sony	RPG
Four Horsemen of the Apocalypse	3DO	AA
Gran Turismo 4	Sony	R
Gregory Horrorshow	Capcom	AA
Ice Nine	Bam!	FPS
IronStorm	Wanadoo	FPS
Jak 2: Renegade	Sony	P
Maximo Vs the Army of Zin	Capcom	P
Moji Ribbon	Sony	B
Nightmare Creatures 3	Konami	AA
Pilot Down	Wanadoo	AA
Red Dead Revolver	Capcom	S
Roadkill	Midway	R
RPM Tuning	Wanadoo	R
Seed: War Zone, The	Midas	Str
Sniper 2	Midas	S
Soul Calibur 2	EA	Bt
SpyHunter 2	Midway	S
This Is Football 2004	Sony	Sp
Yu-Gi-Oh: The Duelists of the Roses	Konami	AS

TO BE CONFIRMED/2004...

Altered Beast	Sega	AA
Area 51	Midway	FPS
ATV Offroad Fury 2 Online	Sony	R
Backyard Wrestling	Eidos	Bt
Baldur's Gate: Dark Alliance 2	Vivendi	RPG
Bomberman Kart	Konami	R
Bomberman Online	tbc	Pz
Butterfly Table Tennis	Metro 3D	Sp
Catan	Capcom	Pz
Capcom Fighting All-Stars	Capcom	Bt
Castlevania	Konami	AA
Coaster Works 2	Xicat	Sm
Corvette: Zero to Go	TDK	R
Conan: The Dark Axe	TDK	Bt
Crank The Weasel	Midway	P
Crash Nitro Kart	Vivendi	R
Cy Girls	Konami	AA
Daredevil	THQ	AA
Deadly Skies	Konami	FS
Deer Hunter	Atari	S
Delta Force	Nova Logic	FPS
Destruction Derby Online Arena	Sony	R
Dog's Tale	Sony	Sm
Dororo	Sega	AA
Driver 3	Atari	R
Duke Nukem Forever	Take 2	FPS
ESPionage	Midway	AA
Everquest Online Adventures	Sony	RPG
Evil Prophecy	Konami	S
Fahrenheit	Vivendi	AA
Fast and the Furious, The	Vivendi	R
Fatal Frame 2	Tecmo	AA
FIFA 2004	EA	Sp
Final Fantasy 11	Sony	RPG
Firefighter FD 18	Konami	AA
Frogger's Adventures: The Rescue	Konami	P
Fugitive Hunter	Atari	AA
Full Throttle: Hell on Wheels	Activision	AA
G-Police Online	Sony	FS
Ghosthunter	Sony	AA
Gradius 5	Konami	S
Hardware: Online Arena	Sony	S
Harvest Moon: Save the Homeland	tbc	RPG
Haunted Mansion, The	TDK	AA
Headhunter 2	Sega	AA
Inspector Gadget	LSP	P
Isle of Man TT	Codemasters	R
Jacked	3DO	AA
Karaoke Stage	Konami	B
Kengo 2: Bushido Master	Ubi Soft	AA
Killswitch	Namco	AA
Killzone	Sony	FPS
Knights of the Temple	TDK	AA
Legacy of Kain: Defiance	Eidos	AA
Looney Tunes: Back in Action	EA	AA
LOTR: The Treasures of Isengard	Vivendi	AA
Masters of the Universe	TDK	AA
Metal Gear Solid 3: Snake Eater	Konami	AA
Mission Impossible: Operation Surma	Atari	AA
Monster Rancher 4	Tecmo	AS
MX Unleashed	THQ	R
My Street	Sony	Pz
NARC	Midway	AA
Nico	Sony	AA
Nobunaga's Ambition Online	Koei	Str
Onimusha 3	Capcom	AA
Onimusha Blade Warriors	Capcom	Bt
Outlaw Volleyball	TDK	Sp
PaRappa the Rapper 3	Sony	B
Pillage	Zed Two	AS
Project Manhunt	Rockstar	AA
Ratchet & Clank: Locked and Loaded	Sony	P
Resident Evil: Outbreak	Capcom	AA
Richard Burns Rally	SCi	R
Ridge Racer 6	Namco	R
Rise of Honor	Sony	AA
Robin Hood: Defender of the Crown	Capcom	AS
Rogue Ops	Wanadoo	AA
Sega Seabass Fishing Duel	Acclaim	Sp
Shoot to Kill	Codem'ters	FPS
Sim City 4	EA	S
Skate or Die	EA	Sp
Smash Cars Racing	Metro 3D	R
Smuggler's Run 3	Take 2	R
Snowboard Heaven	Capcom	Sp
SOCOM 2	Sony	AS
Sonic Heroes	Sega	P
Spider-Man 2	Activision	AA
Splinter Cell 2	Ubi Soft	AA
Starcraft: Ghost	Vivendi	FPS
Star Ocean 3: Till the End of Time	tbc	RPG
Star Trek: Shattered Universe	TDK	S
Street Lethal	Activision	AA
Street Racing Syndicate	3DO	R
Suffering, The	Midway	AA
SWAT: Urban Justice	Vivendi	AS
Syphon Filter: Omega Strain	Sony	AA
Teenage Mutant Hero Turtles	Konami	Bt
Terminator 3	Atari	AA
Transformers	tbc	M
Virtual-On: Marz	Sony	M
Whiplash	Eidos	AA
Wizardry	Ubi Soft	RPG
World Rally Championship Online	Sony	R
Worms 3D	Sega	Pz
Wrath Unleashed	Activision	AA
Xenosaga	Sony	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct as we went to press. This listing is updated every issue – please don't give us a hard time about slippage, canning and alterations.




PlayStation 2
PRIMAL
Not just an ordinary girl...
Jennifer Tate is the 'Chosen One' caught in an epic conflict between the forces of Order and Chaos.
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uk.playstation.com www.primalgame.com
PlayStation 2
THE DEMONIC PLACE THE IMMORTAL PLACE THE THIRD PLACE

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SET PLAYS:

REF! SURELY THAT'S A FOUL

There's a new set piece system, which lets you cycle between potential plays using the face pad buttons before – this is the good bit – jostling for possession using the right analogue stick. This presents defenders with a risky dilemma. How far can you risk nudging someone without giving away a penalty? Currently, the answer is loads since the system's still in the conceptual stage and almost always seems to result in a goal. Don't fret, this will definitely change before the games release, though we can't help but think they should try to mimic the purity of the *Pro Evo* system

NUDGE MATCH: The players really get stuck into each other

THIERRY AND JUNE: The fre kick system is still being tweak

ME 'EAD SON

Words: Daniel Dawkins

Imagine a football game where you could control every off-the-ball movement with a button press, captain a Nationwide League team to Champions League glory, then thrash the world's greatest in online play... If it's in the game, it's in *FIFA 2004*.

Square is running into the box. Circle is breaking wide. Triangle is holding off his marker, and cross... well, cross could be anywhere. Holding L2 to activate the modifier, we depress circle, angle the left analogue stick and... dammit... a defender swipes the ball from our laces. Y'see, the shapes represent players – circle is Thierry Henry – and... *and*... sorry, this is complicated...

We're in Vancouver for an early playtest of *FIFA 2004*, and struggling to explain – let alone control – the new Off the Ball mode. Traditionally, EA are the most risk-averse publisher of all, so why should they be experimenting with such a complicated innovation? The answer is both admirable and foolhardy – EA want to make the most authentic footy game ever or die trying.

Two hours later, during a frank discussion with Senior Producer Bill Harrison, everything becomes clear. "Oscar Wilde said the opposite of love is not hate, it's indifference," Harrison asserts. "And we don't want people to be indifferent about *FIFA*." Having regained sales superiority over *Pro Evo* – albeit across multiple consoles, not on PS2 – EA aren't content to sit on their laurels.

Producer Danny Isaac explains, "I was walking around E3, looking for something different or new. When I grew up, that's what games were all about, those quirky little gems. It's such a big business now that people play it safe, and that's what *FIFA* was guilty of in the past. As long as I'm in charge we'll keep innovating and try to keep the game as true to football as possible." Harrison interjects, "*2002* to *2003* was a big deal, but *2003* to *2004* is an even bigger deal... we don't just want to chuck something in a box and call it *2004*."

"WE'LL TRY TO KEEP THE GAME AS TRUE TO FOOTBALL AS POSSIBLE"

KICK OFF

Rewind. Last year's update, *FIFA 2003*, marked a new era for the ailing franchise. Chided by poor sales and critical malaise after *FIFA 2002*, EA enlisted key European developers to actively meet gamers and journalists for their honest opinion of the game. PSM2 attended several no-holds-barred discussions as part of EA's 'Listen and Learn Tour', ▶

OPEN PLAY:

CLASH OF THE TITANS

Last year, *FIFA 2003* was a non-stop cavalcade of thundering tackles, so EA are trying to make things more tactical. By holding the ◎ button, your defender will jockey the ball holder in an arc, waiting for the right moment to step in with a timely interception, by tapping ○. Once again, the system is currently too haphazard, with games descending into tit-for-tat physical brawls.

EA are tweaking the feature as we speak, and providing attacking players with more attacking options and individual tricks to prevent play getting bogged down. Currently, players turning circles are far too slow to effect any rapid twists and turns.

▶ where we raved about the superiority of Konami's *Pro Evo* and begged for fundamental changes. EA listened and the game duly improved – scoring 81% in PSM2#29. While *FIFA 2003* was far from perfect, plagued by patchy AI and sluggish shot control, the key point was that EA were committed to change

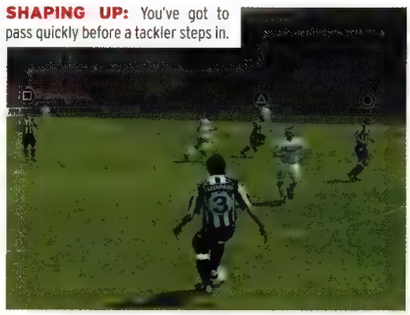
The present day. *FIFA 2004* debuts the riskiest innovation to date. The new Off the Ball mode gives gamers control of – you've guessed it – off-the-ball runs, allocating icons to players in the style of *John Madden 2003*. Press R2 to activate the remote receiver mode, then hold the button – for example, △ – associated with your player. In theory, you could make Ryan Giggs dart wide before cutting in and receiving a killer ball from Roy Keane. And the pass can then be adapted – using the Modifier button R2 – to make it flatter or higher. In practice, the system is initially confusing, with an unrealistic preference given to the receiving player, but the possibilities are limitless.

CH-CHANGES

EA won't shy from criticism. "The worst thing is people who don't like things, but won't speak out," reveals Isaac. "We show things early so we've got time to change them. It's going to be difficult for us to introduce something quite complicated and expect people to pick up and play it. We're still trying to slow the pace down a bit, so you'll need to learn to use the Off the Ball feature when you get space. We're not saying this is the only way to play the game. You can still cross the ball normally if you like."

Career mode is another key change. As player/manager, you have to lead your team to glory, negotiating transfers and training players. Here's the good bit – EA have included every team from the Premier League to Nationwide Division Three, so you could – theoretically – steer Torquay United to Champions League glory. Results are reflected in Prestige points, letting you buy better players and negotiate contracts with bigger clubs. There'll also be 'Acts of God' – injuries, transfer requests and 'Chelski'-style windfalls – to mimic the random element of real footy.

Cleverly – or cynically, depending on your viewpoint – you can download your Career mode team into EA's forthcoming management game, *Total Club Manager*. Players and formations can be developed, or micro-managed, before being loaded back into *FIFA 2004*. This synergy creates new opportunities – *TCM* contains hundreds of teams not available in *FIFA 2004*, which can be uploaded into the game with accurate stats. You could even put 12 *TCM*-unique teams on a memory card and use them in a *FIFA 2004* tournament, or take them online – great news for followers of Bath City.



SHAPING UP: You've got to pass quickly before a tackler steps in.

"THE GOOD BIT – EA HAVE INCLUDED EVERY TEAM FROM THE PREMIER LEAGUE TO NATIONWIDE DIVISION THREE"

BEAUTIFUL GAME

Naturally, the presentation's glitzier than a Sky Sports broadcast directed by John Woo. There're around 20 stadia – including Anfield, Old Trafford and the Nou Camp – with crowd specific chants, dynamically engineered to reflect the flow of play. Kits get muddier as games progress, while player likenesses use imperfect symmetry, allowing for wonky noses and birth marks. Hell, the replay

ONLINE PLAY: YOUR QUESTIONS ANSWERED

HOW DO I PLAY ONLINE?

You need Sony's Broadband Adaptor (£19.99), a Broadband Service Provider (about £30 per month) and a copy of *FIFA 2004* (£39.99). Total cost £89.98. Set up the PS2 online connection, then load up the game – that's it. Online play will be a menu option, leading to EA's user-friendly servers where you can arrange one-off matches and knockout tournaments with players of similar skill.

HOW WILL I FIND PLAYERS OF SIMILAR SKILL?

Every user will have a stat profile showing their number of wins, games played, etc. EA will be able to rank players according to their skill, bracketing them into servers. This will also be a handy way to freeze out cheats.

CHEATS? SURELY NOT...

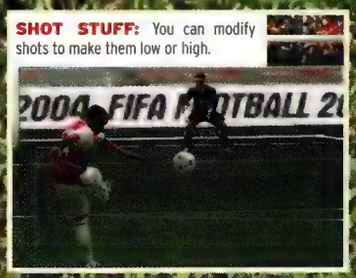
Yup, online skullduggery is one of the banes of BillboxLive (name changed to protect the green). Online gamers could theoretically connive their way to the top. Producer Danny Isaac explains: "The big problem is when people cheat or spoil games. Say you're winning 3-1, when your opponent walks away from his controller at the end, forcing you to quit. We have software to track people who disconnect and it keeps a record so you can choose not to play them. For example, a guy has played 50 games, 75% disconnected and won 100%, so even if he's challenging you, you might think twice."

SO CHEATS WILL BE BANNED?

"We won't directly penalise someone," explains Isaac. "But we'll just record their stats for you to see. We might have certain rooms where only people of a certain level could get into. For example, if they had a 75% disconnect rate they wouldn't be able to get in. Or a room for people who've played, say, a hundred matches and won about 50, and who've never disconnected."

BOB AND WEAVE: The striker needs to dart around to find space.

SHOT STUFF: You can modify shots to make them low or high.

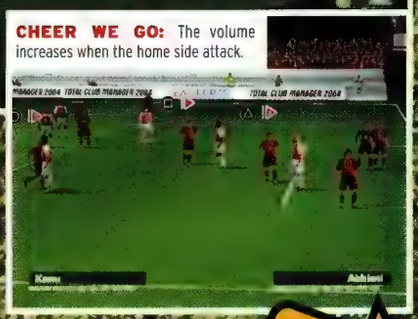


LOBS FOR THE BOYS: Look at the detail on Ronaldinho's Plug-like mug.

GHOST FACE KOLLER: You'll be able to use the right stick to pull back an attacker as he bursts through.

LEHMANN JELLY: You can still pass using the conventional lob.

CHEER WE GO: The volume increases when the home side attack.



CAN I USE MY SOCOM MIC HEADSET ONLINE?
Yes, but EA haven't made it clear whether this will be packaged with *FIFA 2004*. We guess, probably not. "You can plug in the headsets, they're called EA Sports Talk," reveals Isaac. "Don't forget the " or I'll get fired! It's very good – at E3 I was having problems with my mobile as the batteries were running out. I was online, so I called my friend in Vancouver, while I was in LA. It was fine, absolutely perfect, crystal clear. To think, you'll be to speak to people in France, Germany, Italy, Liverpool... anywhere."

WHAT IF SOMEONE GOES AFK AND STARTS SWEARING?
"We can't monitor chat on all levels," insists Isaac. "After all, what would happen if you just picked up the phone and started swearing? BT aren't going to come after you that instant. If it's persistent, you can report that person and we can break their account. In time, people will set up their own rooms, invite friends and build communities."

11 ELEVEN VS ELEVEN PLAY POSSIBLE?
This year is strictly one-on-one, but Isaac remains philosophical. "Hmmm... we haven't done any real tests, but I think maybe three or four-a-side could be the maximum. Just watch any under-nines football game to see what eleven vs eleven online would be like. You could do it, the technology would be there, but I don't know who'd want to be the right back or the goalie in that situation. It'd be just like being in school."

COULD YOU USE THE HEADSET TO SHOUT OUT TACTICS?
This was the hotly tipped rumour in PSM2 #38, but it looks like we'll have to wait. Isaac reveals: "We've discussed this, the debate came from *TCM*, the manager game. It's much more about tactics. The main reason we couldn't do it with *FIFA* – well, for an online experience – is that you don't want it to be a single-player experience, you want people to keep on talking."

mode even uses an Andy Gray-style felt pen effect – the telestrator – to illustrate the flow of play. We say it every year, but *honestly*, apply a 32 winktron (scale 0-100) squintage and the game looks real – a bit like staring at a distant pub TV after five pints of frothy cornea distractor.

Players will be able to slow down and accelerate with true analogue motion, letting you stop dead and kill a defender with a burst of pace – though the system is still being tweaked. "We almost need to dumb down the AI so the defender's not so perfect," explains Isaac. "The problem isn't getting the AI to a level where he can score a goal, but integrating that human element, or frailty. Your marker might stumble and you'd be able to burst past him."

The trick system's being overhauled too. "We're looking at a gesture system, so I know that dip, dip, up does this type of move and so forth," reveals Isaac. "Last year it was player specific so people thought it was kind of random. This year we give everyone the same controls so they can do the same things, but it will depend on player attributes and how you execute the move". EA are striving to make the physics more authentic, so the angle of your run – relative to the player's timing and speed – will affect your shooting.

"GAMERS WILL BE ABLE TO PLAY FIFA 2004 ONE-ON-ONE VIA THE NETWORK"

IN THE NET

The BIG revelation is online play. Gamers will be able to play *FIFA 2004* one-on-one via the PS2 Broadband Network, playing in friendly games or organising knockout tournaments. Producer Isaac is adamant that online play should become a social experience: "We're not doing it this year, but you could enter your postcode and it says 'Hi, my name's Bob and I'm a Newcastle fan who lives in this street in Bath,' then there's this guy who lives two miles down the road who supports Newcastle, and this guy, and this guy... 'hey mate, you're a Newcastle fan who lives in Bath, do you fancy a game? Do you go down the Pig and Fiddle? Fancy a beer? Watching the match this evening?' I can really see it as a way of bringing people together."

Half-time prediction? It's *waaay* too early to call. When EA released *FIFA 2003*, they saw it as the first step on a long road to console footy perfection. In only 12 months, they've made huge strides in terms of presentation, authenticity and imagination. But in terms of raw jumpers-for-goalposts playability, EA need to keep their ambitions in check, focus on the grass roots techniques and listen to the fans, if they want to mount a realistic challenge for Konami's crown come November 2003. One thing's for sure, though, they won't be giving up. In the words of Liverpool legend Bill Shankly, "If you are first you are first. If you are second you are nothing." **PSM2**

FREDDIE'S REVENGE: The star players feature incredible likenesses.

INTRODUCING THE STAND: Lower league clubs have smaller stadia.

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PlayStation.2

THE POWERFUL PLACE THE BRAVE PLACE THE THIRD PLACE

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PLAYSTATION 2 MAGAZINE

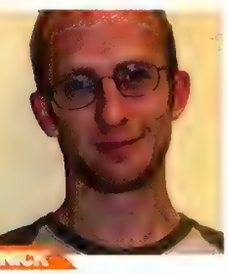
PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

WORK ON A GAMES MAG DO YOU? MUST BE NICE, MATE, SITTING AROUND PLAYING GAMES ALL DAY...



Summer brings the inevitable round of weddings, some tedious, some fantastic. Seated around the table at some distant cousin's nuptial celebrations with a bunch of folk you've never met, talk inevitably turns to 'what people do for a living'. Tell them you write for a videogames mag and they'll say, a) That's one neat job, and b) You jammy sod – you obviously do nothing but play games all day, every day.

OK, so the first thing might be true, but the second is well wide of the mark. Exclusives don't simply fall into our laps. Reviews and features refuse to write themselves. Nah, everyone here at PSM2 works their butts off to bring you the very latest coverage of all the very best games – and that takes a lot of time.

Sure, there's a bit of thumbwork in the office but for the most part the games are taken home and played to death in our own time so we can bring you the most accurate and trustworthy reviews in any games mag out there. Take this month – *Indiana Jones*? Finished it. *Conflict 2*? The war is won. *The Great Escape*? Yep, we escaped. It's no hardship, we love games like you love games. And that's why we've got a marriage made in gaming heaven.

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

›REVIEWERS レビュー

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** 900° Hang 10 Backflips to fakie
- **HAVING FUN WITH:** SSX 3

Dan was off on his travels again this month, visiting San Francisco and Vancouver in order to bring you the hottest gaming news on the planet and us lot a North American flu virus.

MILFORD COPPOCK

- **SPECIALIST IN:** Crayons, poster paints and felt tip pens
- **HAVING FUN WITH:** Metal Slug 3, Formula One 2003

Art ed Milf was excused his colouring in duties for a couple of days to write our *Metal Slug 3* review. If any of the pages are printed upside down this month, you know who to complain to.

JONATHAN BRYANT

- **SPECIALIST IN:** Deposing evil dictators
- **HAVING FUN WITH:** Conflict: Desert Storm 2

Jonnie went to Vegas this month. He blew some cash at roulette but was still kind enough to shower us with gifts upon his return – we'd never seen a plane ticket stub split seven ways

DANIEL GRIFFITHS

- **SPECIALIST IN:** Being an evil dictator
- **HAVING FUN WITH:** Chaos Legion

Hell hath no fury like Dan G when he's playing a diabolical game, and after *Tomb Raider* last month he was looking forward to something decent. We gave him Charlie's Angels (snigger).

ESTHER WOODMAN

- **SPECIALIST IN:** Pooh
- **HAVING FUN WITH:** Piglet's Big Game

Esther used to run the Ealing branch of the Pooh Bear Appreciation Society but was booted out of office after shooting up their collection of furry toys. Apparently she had an itchy Tigger finger.

ADRIAN LAWTON

- **SPECIALIST IN:** Vays of making you talk
- **HAVING FUN WITH:** The Great Escape

The temperature in the office peaked at 33° this month, yet Ade persisted in wearing woolly hats. Is he insane? Nope, we discovered that he's had 'I Love Timberlake' tattooed on his bonce.

JOEL SNAPE

- **SPECIALIST IN:** Breakdancing in supermarkets
- **HAVING FUN WITH:** Virtual-On: Marz, Smash Cars

Such is Joel's renown in the world of videogames that Hideo Kojima has asked him to be a combat consultant on the next Solid Snake project. Look out for the Snaper rifle in *MGS3*

MAIL US NOW!

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PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch...

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

›THE DEFINITIVE VERDICT フハフネキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

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We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

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PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny silver disc you should run out and buy or just leave on the shelf.

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

HONEST AND ACCURATE

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import.

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

HONEST AND ACCURATE

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality.

›HARD-HITTING シワミカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING! Unlike other mags, PSM2 likes

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

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OUT UK SEPTEMBER

CONFLICT DES

"IT'S A CORNUCOPIA OF HACKLE-RAISING DETAIL THAT'LL GIVE EA PAUSE FOR

CONFLICT DESERT STORM 2

"THERE'S A BATTLE COMING"

Stuck between Iraq and a hard place? Well it's time to take total control in the sequel to the force's sweetheart.

REVIEWER: Jonnie Bryant

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Pivotal Games
- **PUBLISHER** SCi
- **GAME TYPE** Action Strategy
- **PRICE** £39.99
- **EXTRAS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Play as the US special forces or the SAS.
- Interchangeable saves between the single-player and multiplayer.
- Three drivable vehicles.
- Ten missions to tackle on one of four different difficulty settings.
- 33 weapons either picked up from the armoury, or captured as you progress.

You may not realise it yet, but there's a battle looming on the horizon. Two squad-based shooters will soon be going at it head-to-head like trigger happy legionaries in a struggle for a big chunk of your hard earned. The good news is, however, we already know who the winner's going to be... You.

Up until 2002, games based on team tactics had been – to put it mildly – quite sparse, with only *Project Eden* and the appaling *X-Squad* to fill the void. Then came the first *Conflict Desert Storm* and everything changed. The combination of easy-to-use controls, set pieces and brilliantly designed levels wiped the floor with anything that had sullied the mess hall previously. And now we've got the pleasure of *SOCOM*, with the previously celebrated features of *Freedom Fighters* just round the corner. Admittedly, both were already in development when *Conflict* hit the shelves, but there's no doubting that *Conflict*'s success – UK sales in excess of 83,000 – opened the way for this once niche game style to go massively mainstream.

While there was a lot right with the first game, our 78% reception revealed that there was also a fair amount wrong. Unfair respawning, a haphazard framerate when things got screen busy and sprawling, sun-dusted levels that took forever to cross. Take a look at what *CDS2* has to offer after only a year in development, and you'll discover not so much a repair job as a major overhaul and respray.

MR ROTOR-VATOR: Defending this helicopter is a right 'mare, as the flow of enemies to its position is completely non-stop.

PAST BLASTERS

Before we go rip roaring off into a small arms catalogue of hi-tech death dealing, let's have a moment's retrospective on what's still here.

"TWO SQUAD-BASED SHOOTERS WILL SOON BE GOING AT IT HEAD-TO-HEAD..."

The controls are unchanged and the three levels of entry they offer are still the best in-depth ordering system we've encountered on PS2. Squeeze the right analogue stick in and you'll switch straight to first-person mode. Hold down L1 and you can bark general orders at your men. Combine this with a press of ◎ and you enter the clever waypoint system that was doing the ▶

TOOL BRITANNIA

OK, so the Yanks can use them as well... But that doesn't stop the new weapons of *CDS2* bulking out the impressive armoury. In addition to the two new pieces of tech featured below, there are a few others to discover as well. The jeep comes with 0.50 BMG and Mk19 heavy machine-guns, while Bradley also sports an M16A2 with grenade launcher for some of the missions.

PAINT NO JOKE:

FLAME FOR THE HEART:

ERT STORM 2

THOUGHT BEFORE FREEDOM FIGHTERS HITS THE SHELVES"

BIT OF SLAP AND VEHICLE
You spend a lot of the early missions in the 110 Jeep, but there's also the M2 Bradley Infantry Fighting Vehicle – with 20mm autocannon and TOW anti-tank missile launcher. And don't forget the BMP-2 APC with 30mm autocannon. Sweet.

WRECK MATE

The co-op mode has been improved on two fronts. First, you can now load up any save from the single-player and tackle the next mission with a friend. And secondly, the new enemy-packed level structures mean that covering each other is absolutely vital for success.

SIGHT FOR SORE GUYS:

SPLIT DIFFERENCE:

▶*Freedom Fighters* 'point and go thing' over a year ago. OK, so it took a while to master – even with the return of the dead shouty boot camp training mode – but there's nothing out there that can beat it.

Other returns include the instantly recognisable barbershop quartet of Bradley, Foley, Jones and Connors, plus the same crisis point to crisis point unfolding of levels that keeps you in a tight chokehold right up to the 'mission successful' screen. Oh, and the star skill rating system's still, in effect, allowing you to improve skills in different guns simply by using them to excess. Beyond these essential basics, though, it's all remarkably fresh.

NEW MODEL BARMY

As with any realworld battle, you'll find old tech rubbing rivets with new. For every bayonet, there's a smart bomb itching to explore the drains of an intensive care unit. And the same's true for this title. While the basic weapon set remains untouched, there's one new addition that literally turns up the heat. Phosphor grenades add an incendiary twist to the carnage and, while toasting groups of enemies has its appeal, rolling around in

"FOR EVERY BAYONET, THERE'S A SMART BOMB ITCHING TO EXPLORE THE DRAINS"

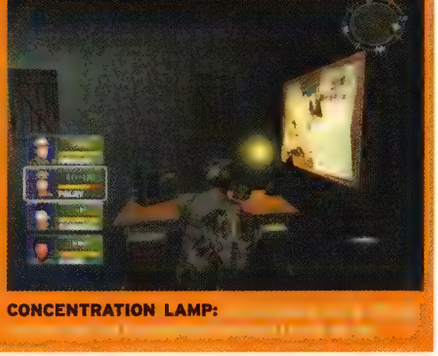
ROAD REAPER: Handy tip here; mine the doors on the left. A tank rumbles out of there as soon as you head down the street.

GO BETTER: Upgrading your men means that they target enemies quicker and are more accurate with their shots.

LIGHTING TALK

Not only do the transitions from day to night look pretty, they actually affect gameplay as well. Enemy AI now includes patrol routines and response to movement, but slip into the shadows and they'll walk straight past. Tricky feature is, as the sun moves across, the areas of shade on the ground also alter position. Move on to night missions, and you'll find targeting searchlights is essential – although we feel let down by the vague night-vision effects.

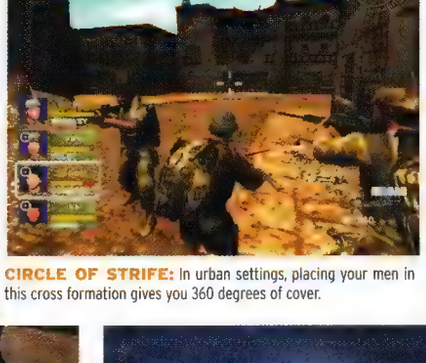
CLOUD AND PROUD:



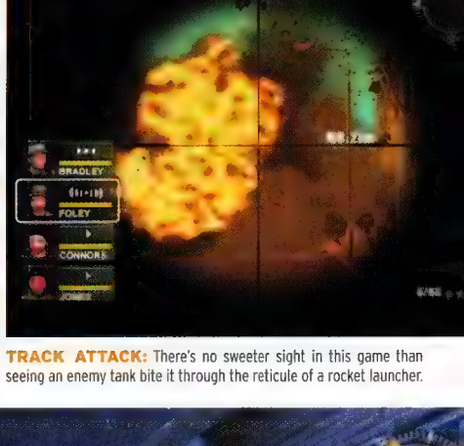
CONCENTRATION LAMP:

THEY'RE HEAR: Smoke, flame and explosions all factor in your plans to bring those enemy troops to your position.

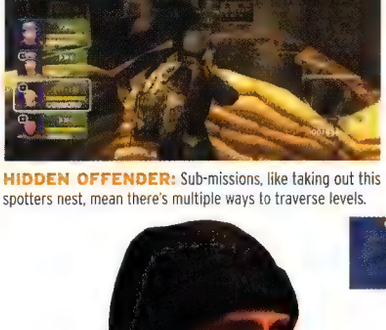
SHELL AND SUE: Gunfire now has a tracer element that makes it easy to locate enemies; friendly = green, unfriendly = red.



CIRCLE OF STRIFE: In urban settings, placing your men in this cross formation gives you 360 degrees of cover.



TRACK ATTACK: There's no sweeter sight in this game than seeing an enemy tank bite it through the reticule of a rocket launcher.



HIDDEN OFFENDER: Sub-missions, like taking out this spotters nest, mean there's multiple ways to traverse levels.

DRIVE BUNNY: Controlling the vehicles is easy. The left analogue is accelerate, and the right deals with the steering.

the dirt to put yourself out shows the real aptitude of the game engine.

The second extra in your armoury is the laser designator and, again, this benefits from a spot of bellywork. Crawling into cover, or hugging the shadows allows you to creep towards Iraqi armour undetected. All you need to do then is 'paint' the target with laser light and press ⊗ to call in an air strike. If you thought the explosions of the original were reward enough for your stealth, wait till you see a whole street suddenly fill with flames while an Apache hovers ominously overhead. Dead special.

Drivable vehicles are the third update to hardware. Jeeps allow two of your men to employ heavy machine guns while the others deal with driving and riding shotgun. The drawback of lumping all your team together like this is that they instantly become one large target rather than four smaller ones and the reaper comes quickly as soon as rocket propelled grenades start flying about willy-nilly. Which brings us to the only new flavour we're having trouble getting our taste buds around.

TANGO FROWN

Death. It was harsh before, thanks to those unjust enemy respawn points we mentioned earlier. At least now your team's AI can deal with the odd shot in the rear – so to speak – but there's still a frightening new factor to fatalities. Whereas, in the original, you could still complete missions with one or two of ▶

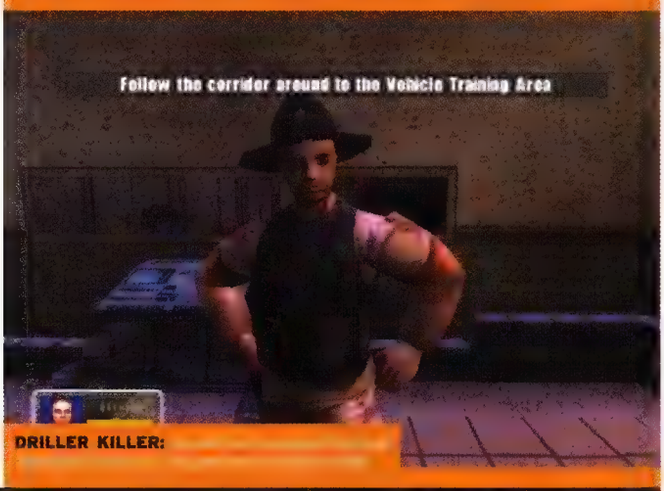
INSIGHT

The climactic level of the last game saw you taking out a Saddam look-a-like called General Aziz while he tried to escape his fortified bunker. We don't want to spoil things for you, but you're going to find an equally surprising twist to the end of *Conflict Desert Storm 2*.

YANK BANK: Here's that mental US Sergeant we mentioned. He leads you into one ambush after another.

KUWAIT TRAINING

The basic training's back for anyone unaccustomed to the way *Conflict* handles itself. Master Sergeant Franks is out, and in his place is the equally shouty Master Sergeant Peters, along with a new set of assault courses tailored to all the new weapons and vehicles.



OUT OF ARMS WAY: You keep stumbling across elements of detail. Check out the fetching tattoo that's appeared on Bradley's arm.

CLOUD FINE: You might think this is evidence of the fogging of the original. In fact, it's a rather well represented sandstorm.

EASY COVER: Set one of your men on any mounted gun and he'll protect the others.

▶your team dead, here it's 'game over' the moment that ominous red health bar dribbles out. You can understand why Pivotal have done this. The fan support for the characters was such that the coders decided to focus on them rather than bring in some less experienced substitute the minute one copped it. Problem is, with levels this vast, heading all the way back to your last save point quickly turns into a para boot-sized stamp in the spods. Plus, it's a drawback that's difficult to sidestep thanks to the developer's revised approach to mission structure.

Take the third level. It sees you heading into heavily occupied territory at the heels of a suicidal US sergeant. Off he runs from one ambush to the next, bellowing orders and acting like a bullet magnet. If he dies, that's it. Straight back to the start. So, instead of the mission turning into an open-ended fiesta of tactics, it quickly resembles a complex puzzle game where you've got to find the 'correct' solution. You do get it eventually, and the end of the level makes up for the frustrating start, but the repeated deaths while you get up to speed seem unnecessary.

"SUB-MISSIONS HAVE NOW BEEN INCLUDED WHICH CALL FOR LATERAL THINKING"

That said, this is actually the only real downturn as far as structure goes. From softly-softly night infiltration missions to all-out pitched battles against overwhelming odds, *Conflict* offers a much better spread of combat scenarios. Not only that but numerous sub-missions have now been included which call for a touch of lateral thinking. In one particular instance our team were surrounded on all sides by enemy mortar fire. Instead of running into the thick of it and dealing with injuries later on, our preferred tactic was to search the side streets for the spotter and destroy his radio. Job done. The best thing about this

REACTION MAN: As soon as anyone enters the cone of the AI radar, it flashes red and all your men turn to face the threat.

DIM BEAM: On night missions it's imperative you take out the search lights before blowing anything up.

IMPACT POINT

Here are the three essential steps needed to take down Iraqi armour: 1) Cap the gunner using Foley. 2) Sneak anyone with an rocket propelled grenade round the back. 3) Launch a missile at the weak armour then watch the smoke billow...

ROAD GUNNER: Driving down streets in the altogether like this may seem like a good idea at the time but one mine, grenade or rocket and it's goodnight Baghdad. Your best option is to leave someone behind to drive the motor while you take the others ahead to clear a path.

stirring of the level styles however is that you can still enjoy them with a mate.

PAL KILL MORE

Conflict Desert Storm's co-op mode was fantastic. The split-screen showed plenty of the world around you, dividing the four-man team in two meant each of you always had back-up, and discussing urban combat tactics before missions lasted almost as long as the game itself. But there was one flaw that rubbed gun oil in your battle baguette. You couldn't load up levels from the single-player mode. In answer to this, Pivotal, with one eye on the forums, have decided to keep the fans happy by allowing you to chop and change between the two modes whenever you like. Which means no more watching your mate complete the next level, or having to play any of them a second time just to experience the specialness of co-op. It's a sharp move and one that, once again, shows just how in-depth the design of this game really is. Guards belching as they walk past you, breath effects only appearing on night missions, the sound of shrapnel bouncing off rocks, tanks with weak plating in the rear, coloured tracer fire – green for good, red for bad... It's a cornucopia of hackle-raising detail that'll give EA pause for thought before *Freedom Fighters* hits the shelves.

"FOR THE MOMENT, CONFLICT DESERT STORM 2 RULES THE BARRACKS"

As far as the battle for supremacy between the two titles goes, it's a) too early to decide and b) too close to call. The upshot is that if you favour the gritty realism of a genuine war scenario then this is your first choice rather than the '*Fighters* more arcadey squad play. If you're a hardcore strategist, chances are you'll want to get your hands on both but right now *Conflict Desert Storm 2* rules the barracks. Ten-shun! **PSM2**

Sneaking into the shops and securing all

MCNAB'S CHOICE

1 **CONFLICT DESERT STORM 2**
Tight as a squaddie's bootlace. The only blot is the harsh 'level over' deaths.

2 **SOCOM US NAVY SEALS**
Decent team management with online compatibility.

3 **CONFLICT DESERT STORM**
Too many open desert levels, but still a gripping number in either single-player mode or co-op.

PSM2 VERDICT

GAMEPLAY
+ Squad ordering made easy, thanks to the control system.
- The occasional AI glitch can lead to teeth grinding.

GRAPHICS
+ Explosions, flame and smoke effects will leave you agog.
- Facial animations and details could handle some improvement.

SOUND
+ Great front-end music and tailored voiceovers for each squad.
- Clanking shrapnel sounds exactly like incoming grenades.

LIFESPAN
+ The brilliant co-op mode gives this legs like Venus Williams.
- The harsh deaths might just might turn you off.

OVERALL
Brilliant, brilliant and brilliant. Everything the last game was plus everything you ever wanted. But the niggles mean it dodges 90.

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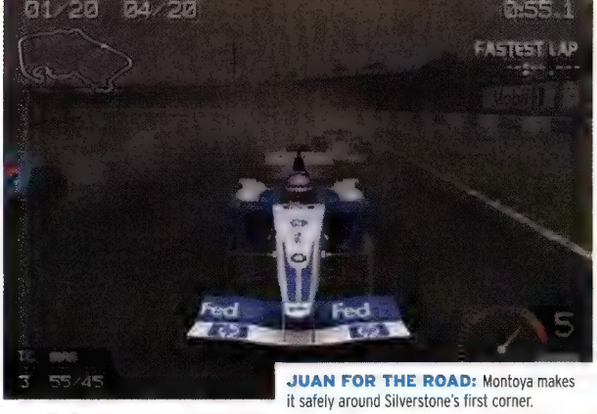
WAR CRAFTED



JUAN FOR THE ROAD: Montoya makes it safely around Silverstone's first corner.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Studio Liverpool
- **PUBLISHER** SCEE
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-4 Players, DualShock 2, Memory Card

PlayStation 2

DETAILS

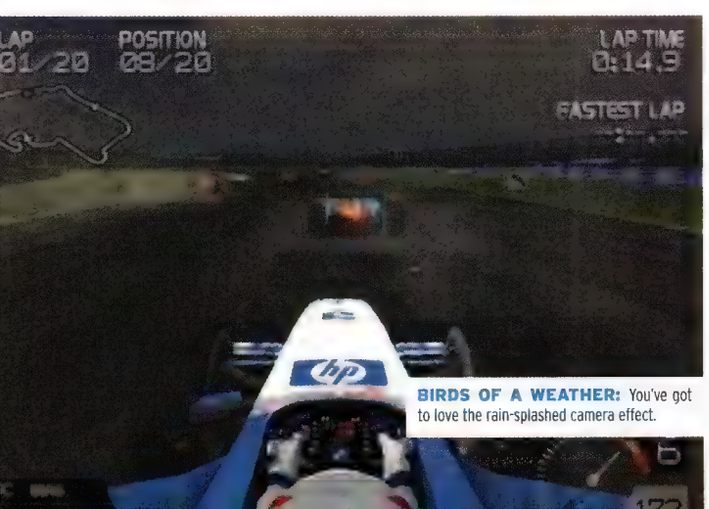
- All the authentic teams, drivers and circuits from the current F1 season.
- Arcade, Simulation and Time Attack modes with the option to compete in everything from a three-lapper to a race weekend or a complete patience-testing season.
- Tweakable difficulty settings should suit all skill levels.

OUT UK now

FORMULA ONE 2003

TUNNEL VISION: The tunnel at Monaco, possibly the most recognisable bit of track in F1.

JAG BREAK: Negotiating the narrow winding street circuit is test enough for any driver.



BIRDS OF A WEATHER: You've got to love the rain-splashed camera effect.

By ECC, it's time for Bernie's F1 circus to visit town again. Start your engines.

REVIEWER: Nick Ellis

After last season's terminally dull one (prancing) horse race, Formula One is officially cool and exciting again; Martin Brundle says so, so it has to be true. The one-lap qualifying sessions, the emergence of drivers like Raikkonen, Schuey Jr and Alonso as serious title contenders, the glorious return to form of the Williams team – there's certainly plenty to cheer about and some of the races have seen some real seat-of-the-pants moments too – remember the metal-mangling water ballet at Interlagos? Great stuff.

But for all the FIA's 'sexing up' of the rules and a much tighter field, you're still more likely to see a daring overtaking manoeuvre on the M25 at rush hour than during a Grand Prix. Ho hum, that's why we enjoy playing at racing drivers in Sony's classic *Formula One* series which, in keeping with the sport itself, we find in rude health for 2003. It's the only game on the market that gives you all the correct drivers, teams, sponsors and circuits for the current season. And that's the way it's going to stay for the foreseeable future, as Sony have recently secured a four-year monopoly on the official F1 licence.

So, the burning question: what's changed since last year? The answer, predictably, is very little. Yes, the new qualifying system is in place and both Murray Walker and the Arrows team are notable by their absences, but the body of the game remains near identical to *2002*. You've got your Arcade mode, which offers everything from a brisk three-lap dash around the circuit of your choosing to an entire season. If you're a real anorak, you'll probably opt to play the entire gruelling season, where each Grand Prix includes every practice and qualifying session plus a hard-as-nails race with full-on car damage

"REAL ANORAKS WILL PROBABLY OPT TO PLAY THE ENTIRE GRUELLING SEASON"

IMPACT POINT

Make no mistakes, this is one hard game to master. If you're a rookie then the impact point will more than likely be at the first bend when you try and drive through the pack and end up launching the car skyward. Like so.

TRAFFIC OF THINGS: If you're a wily old devil you can use situations like this to leap ahead half a dozen places.

– it's heart-breakingly demanding stuff.

On top of this there's Time Attack mode and a couple of unremarkable multiplayer options. The head-to-head suffers from the usual loss of detail and framerate lethargy, but Hot Seat, where up to four players can take it in turns to set a scorching lap time, is decent enough for an F1 get-together. So, in terms of the nuts and bolts, there's very little to entice you back. It's hard to see what else they could offer without contravening the conditions of the licence. Classic F1 cars, perhaps? Or now-defunct circuits like Paul Ricard? Wing-mounted rocket launchers for a Deathmatch mode?

There are, though, two big improvements over *2002*. Firstly, the handling is friendlier, not as 'snappy' as the previous title's was (and therefore, we presume, not as realistic), and this means you've got less of a battle to stay on the track. Secondly, the environments are richer in detail and deeper in colour than before. In fact, graphically there are few complaints. The car models are superb, weather effects outstanding and the replays are, as ever, stunning – almost TV quality. There is a genuine sense of speed too, and we can't fault the framerate in the single-player game.

INSIGHT

During his 'grid walk' at the Canadian GP this year, Martin Brundle encountered none other than pan-fried rocker Ozzy Osbourne. Brundle enquired if Ozzy's dogs were with him for the race. "No," came the reply. "They're all at home shitting." Sweet.

"UP TO FOUR PLAYERS CAN TAKE IT IN TURNS TO SET A SCORCHING LAP TIME"

SCHU ARE YA: On the Pro difficulty setting your ride can get damaged all too easily and you'll pick up penalties for recklessness.

The best aspect of the game is its flexibility, which is something of a series characteristic. The dedicated *Formula One* fan will, we presume, have long ago mastered all of the circuits, honed their braking techniques and suchlike, and if that's you, make sure you ramp up the difficulty setting to Pro. There you'll find full car damage, the CPU racers being total swines and there are no handling assists. But if you don't know your Rascasse from your Mirabeu then you can earn your stripes on the Rookie setting, where a driver's life is considerably easier and generally more forgiving. Also, these settings aren't rigid and you can customise your game as you see fit.

So another year, and another fine Sony representation of motor sports' flagship contest. It doesn't do anything that the previous two titles didn't (aside from giving you an up-to-date roster of teams and drivers), and the changes are negligible, but it remains a sublime experience for fans of both Formula One and racing games. Now it's over to the pit lane where Louise has some news for us about the EA team... **PSM2**

Formula One 2003 has already ducked out of the pit lane and into the shops.

BEND SETTER: The replays are fabulous and allow you to view the progress of any car from loads of angles.

BEST OF BRITISH?

It's not the best of times for British drivers. Jenson Button promises great things but his BAR-Honda just isn't up to the job, likewise Ralf Firman and Justin Wilson in the Jordan and Minardi respectively. Perhaps most surprising though is David 'Boxhead' Coulthard's dip in form. Tsk.

WILSON SHINE?: Justin has shown he's a thoroughly nice chap, but can he climb the ranks?

FIRMAN FAVOURITE: Note David Coulthard's McLaren on the grass there. We punted him off. Haha.

SCHUEY'S CHOICE

1. **FORMULA ONE 2003**
Fast and furious, nothing will touch it this year – Sony hold the official licence.
2. **FORMULA ONE 2001**
Our previous pinnacle of PS2 F1 games, but the teams and drives are oh-so-outdated.
3. **F1 CAREER CHALLENGE**
Without this year's licence, EA return to seasons past. Hey, the *idea* was good.

PSM2 VERDICT

GAMEPLAY
+ Everything's in there from the current F1 season.
– It takes patience, practice and dedication to achieve success

GRAPHICS
+ Slicker than a new set of slicks
– Everything suffers in two-player mode.

SOUND
+ It's just made to exploit surround sound.
– Some idiot keeps wittering nonsense in your headset.

LIFESPAN
+ Winning the world championship won't be easy.
– You might want to bin it after 17 successive retirements.

OVERALL
A truly outstanding racing game, but only worth shelling out for if you're a stickler for up-to-date stats or an F1 fanatic.

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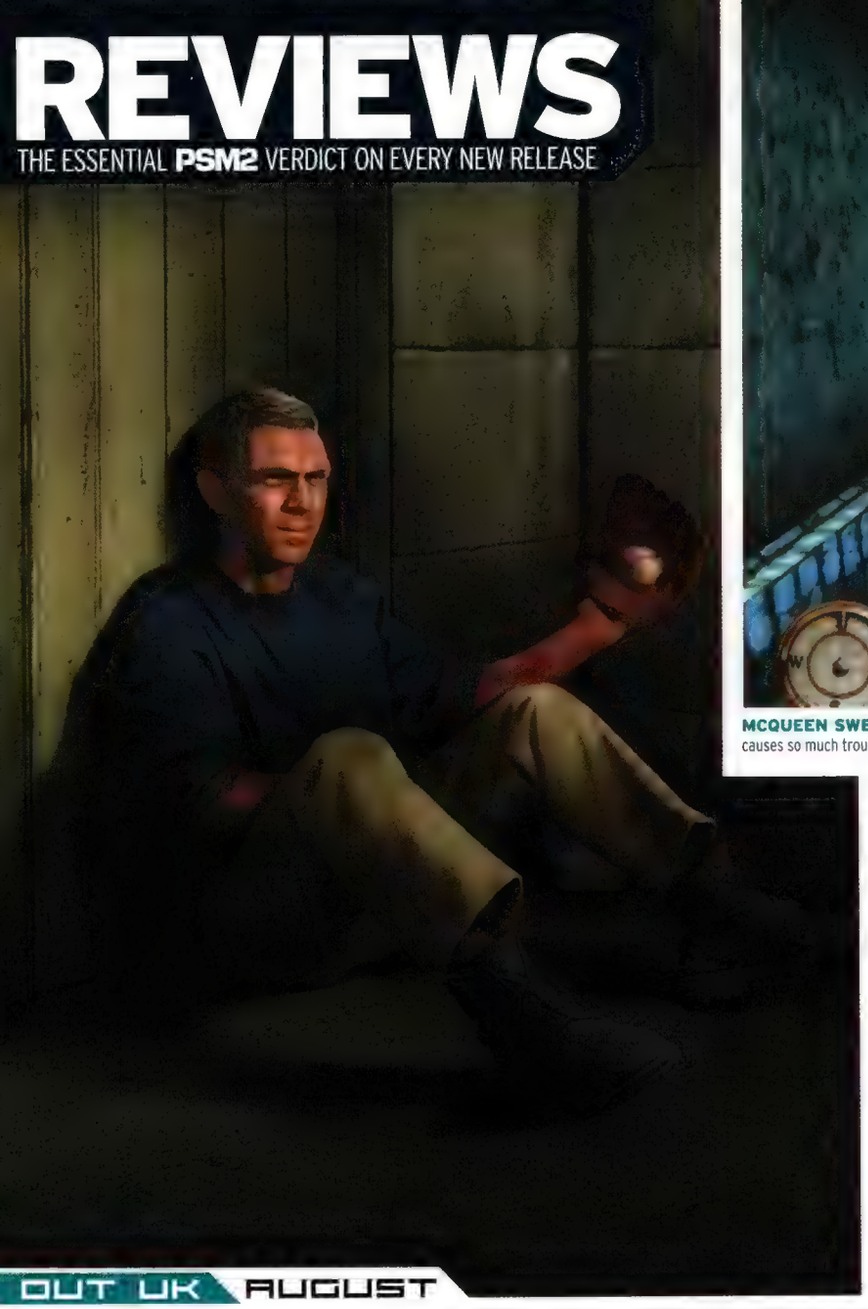
SPEEDY



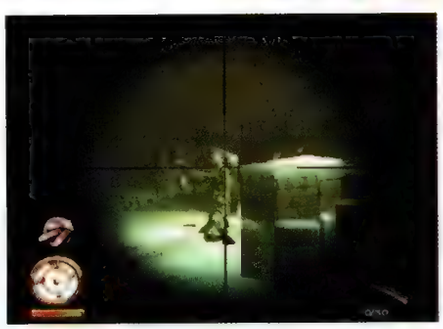
MCQUEEN SWEEP: He's nicknamed 'Cooler King' because he causes so much trouble, so he's always being chucked into solitary.

MCQUEEN'S RANSOM: Help nearly-blind Blythe by giving him instructions.

OUT UK AUGUST

THE GREAT ESCAPE

Would McQueen be proud? PSM2 ducks under the wire and finds out... **REVIEWER:** Adrian Lawton



MCQUEEN & COUNTRY: The obligatory sniper rifle makes an appearance, though you won't get to use it very often.

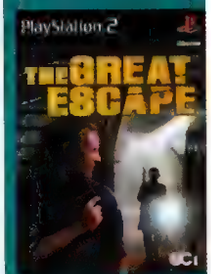
Sorry, we lost ourselves there for a minute. Belly-down in the dirt under Stalag Luft 3's mess hut, we briefly forgot reality – we were so engrossed in what's going on in *The Great Escape*. Goons' footsteps crunching in the gravel as they follow their patrol routes; little snatches of conversations between fellow POWs, discussing how to get one over on 'Jerry', and someone whistling 'It's A Long Way To Tipperary' somewhere off in the distance. It's only when Jonnie arrived with the hot cocoa, that we remembered that we're actually trapped in the sweltering PSM2 office and not being detained at the Führer's pleasure.

It's certainly atmospheric, but with a licence from an all-time classic war film – does SCi's game do the Cooler King justice? Inevitably, there's comparisons with *Prisoner of War* to be made; they're similar games in certain respects. But whereas *POW* was confined to tippy-toeing around avoiding searchlights, SCi's title mixes the stealth up with action, creating a more varied experience. You'll find yourself carriage-hopping and dodging incoming German bullets on top of a moving train, for example. You'll be nicking a plane from a Nazi airfield and, of course, re-enacting that famous 'bloke on a motorbike' sequence of straight out of the movie. It makes you want to fill you trousers with soil and watch the movie all over again.

There's several playable characters from the movie. Steve McQueen's character, Virgil Hilts; Andy MacDonald, as played by Gordon 'Proffessionals' Jackson; James Garner's pick-pocketing Bob 'Scrounger' Hendley, and Louis 'The Manufacturer' Sedgewick played by James Coburn, are all in there. The 18 levels begin with the various characters' escape attempts that

INFO

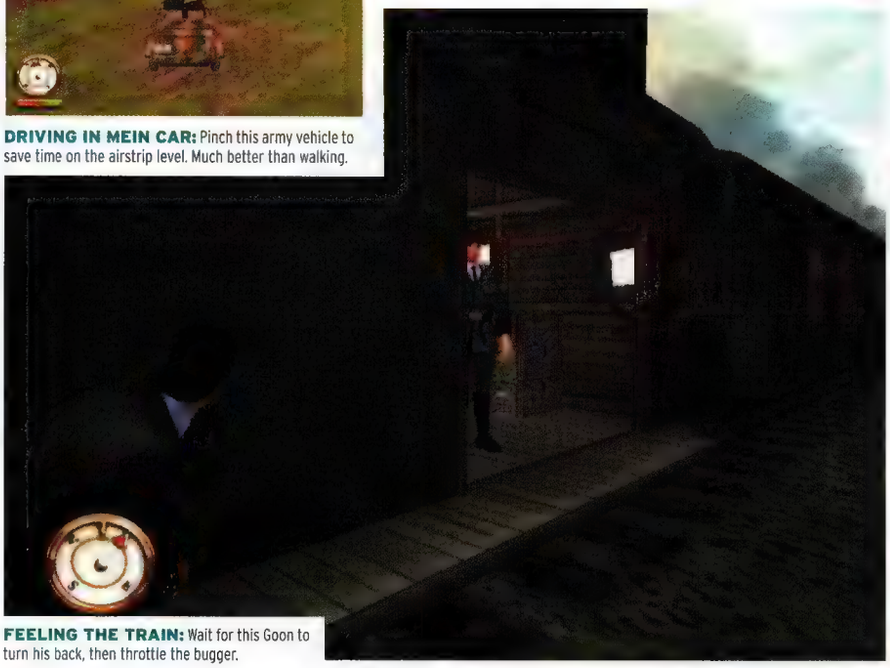
- **CODE TESTED** PAL UK
- **DEVELOPER** Pivotal Games
- **PUBLISHER** SCi
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** 1-Player, DualShock 2, Memory Card



DETAILS

- Recreates the Nazi-dodging thrills of the classic movie.
- Mixes up stealth elements with action sections.
- 18 levels to work through, plus unlockable 'Greatest Escape' mode.

DRIVING IN MEIN CAR: Pinch this army vehicle to save time on the airstrip level. Much better than walking.



FEELING THE TRAIN: Wait for this Goon to turn his back, then throttle the bugger.

IMPACT POINT

You'll be reminiscing like billy-o as soon as you're greeted with Elmer Bernstein's theme. It'll have you whistling along for days, we guarantee it.

A BIT PEEKY: Lurk in the shadows and peek your head around corners to avoid being spotted. Erm, we said *avoid* being spotted...

bring them together for the 'Great' escape from Stalag Luft, of the movie, then follows them in their attempts to make it over the border to safety. Which is a 'great' idea. While there's not too much variety in the objectives, the locations and the atmosphere generally keeps things interesting, and there's other vehicles to muck about in too, which adds to the options.

The sneaky stuff works well on the whole. A stealth mode provides the super-quiet approach, plus you can crouch, or lie flat. You can also peek through keyholes to keep a check on where guards are, or pop your head around corners to see who's coming – something that's crucial to avoiding the glare of the searchlights. You can even creep up behind guards and strangle them, though this is best saved as a last resort, as it can easily get you shot.

Ironically, despite the attempt to spice things up with action elements, it's these stealth sections that are by far the best. On the mountain escape level early in the game, for example, where you're forced to charge in all guns blazing, it feels clumsy and awkward. Bizarrely, you're unable to fire when strafing – therefore it's impossible to evade enemy fire, as you have to run straight at them. The inventory's also a total bitch in the middle of a firefight as you have to pause, select the item, return to the game, then press L1 to use it, while under heavy fire. Frikkin' useless when you're being hammered by MP40's.

There's other irritating niggles too; like the way you can't strangle guards once you've stunned them with a punch or two, and the way their mates almost always come running, even if you've knocked seven shades out of them before they've raised the alarm. These perculiar, careless quirks detract from an otherwise engrossing and tense experience. Don't get us wrong; we can't fault Pivotal Games on the atmosphere front but the crux of the matter for us is: does it do its heritage justice? Truth is, it doesn't. Quite. A little better execution would've made this a classic. As it is, it's popped out a few feet short of the fence. PSM2

The Great Escape sneaks into shops this month

"DESPITE ATTEMPTS TO SPICE UP THE ACTION, STEALTH SECTIONS ARE THE BEST"

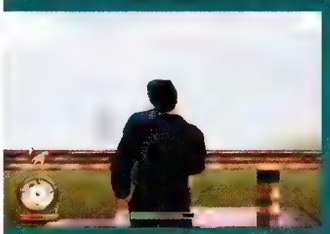
INSIGHT

John Sturges' 1963 movie was based on a book by Paul Brickhill, which re-counted his real-life experiences during WW2. The actual tunnel that the POWs built took a year to dig, and 76 men went through it, though only three finally made it home to freedom.

FREEDOM BLIGHTER

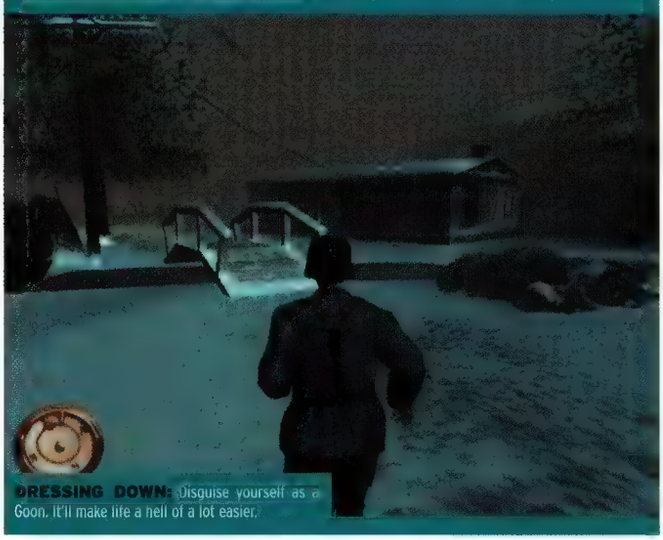
There's more to escaping the Third Reich than being a tunnel rat, y'know. You'll have to be a jack-of-all-trades, and deal with a multitude of situations before you win your freedom. Here's just a few of the things you'll have to get to grips with in order to thrash that damnable Jerry as you make your way back to good old Blighty. Tally ho!

PEEK-A-LOO: Hiding in toilets on trains. Having no ticket is the least of your worries.



REICH FINGERED: Pickpocketing Nazi officers for items. Steady as she goes, old bean!

FULL THROTTLE: Strangling any poor sod that gets in the way. Hit L1 to snap their necks.



DRESSING DOWN: Disguise yourself as a Goon. It'll make life a hell of a lot easier.

HIMMLER'S CHOICE

1 **SPLINTER CELL**
Stealth action done to perfection. Sneaking around doesn't get any better than this...

2 **THE GREAT ESCAPE**
Pretty good re-creation of the classic war movie. Comes up a little short in the action department, though.

3 **PRISONER OF WAR**
The first POW breakout game. High on sneakiness, low on action.

PSM2 VERDICT

GAMEPLAY
+ Excellent stealth sections.
- Slightly clumsy action sequences.

GRAPHICS
+ Convincing locations, slick lighting effects.
- Could look better, overall.

SOUND
+ A rousing score, and brilliant sound effects.
- Occasional glitches taint the atmosphere.

LIFESPAN
+ 18 levels, plus rock-hard 'Greatest Escape' option to unlock.
- Little else to come back for.

OVERALL
A brilliantly atmospheric sneak-em-up, let down by clumsy action sections. Still, a solid game, and a worthy homage to a great movie.

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DUCK AND COVER

OUT UK now

CHARLIE'S ANGELS

Good morning, PSM2. I'm getting reports of a serious crime against videogames. We need you to get in there and kick its face off.

REVIEWER: Daniel Griffiths

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Neko
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Scrolling beat-em-up
- **PRICE** £29.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2

DETAILS

- Six levels: Boatyard, Snowbase, Spanish Villa, Scottish Castle, Chinese Temple and... the last one.
- Three characters: Dylan, Natalie and Alex.
- Loads of inter-level cutscenes featuring fair-to-middling CGI Angels.

UNDIE COVER: What a way to go - being beaten to death by a girl in her pants. The films may be ridiculous, but the game is just stupid.

LEATHER FORECAST: Drive your allocated Angel into the static enemies and hammer the kick button. Still, check out the arse.

One of the questions we get asked most frequently is 'why do they make bad games?' Surely if you make a bad game then no-one will buy it and it's utterly pointless? Unfortunately there's a very good reason for making bad games, and *Charlie's Angels* is an excellent example of the genre.

It goes like this. The new movie is out, and a PS2 game using the Charlie's Angels characters timed to coincide will sell, oooooh, maybe 5,000 copies in the UK. Doesn't matter if it's the best stealth action game since *MGS2*, it'll sell 5,000 copies. So no matter how good the game gets they won't make any more money, so why spend money on it when all you're doing is eating into your profits? Plus Ubi Soft probably snared the rights to this about six months ago leaving them in need of a game both cheaply and quickly. And this is the result – one of the most life-sappingly awful PS2 games we've played. It's hard to believe that the PS2 hosts both *GTA: Vice City* and this – this turgid piece of utter phlegm.

INSIGHT

Charlie's Angels (the game) uses characters from the Charlie's Angels 2 movie which recently opened to great acclaim, but it's worth noting that the movie's takings were – surprisingly – 7% *down* on the takings from the original film back in November 2000. Oops.

The movie may be aimed at 11-year-old girls and stoners, but even they would be hard pushed to eek one fetid ounce of pleasure from walking where an orange arrow tells you and hitting buttons until someone falls over.

The only excitement we got was the laughably inappropriate outfits the angels wear while beating people up. We can only speculate as to where they stick their mobiles while they're wearing two bits of string and a hankie, but this game made us equally uncomfortable. **PSM2**

Angels is out now. Avoid! Avoid!

"THIS IS ONE OF THE MOST LIFE-SAPPINGLY AWFUL PS2 GAMES WE'VE PLAYED"

LIEDER-FROZEN: Your attackers blunder into view then helpfully stand around while you beat them up. Monumentally crap.

Not since the 'golden age' of 16-bit action-platformer spin-offs have we played a game as depressingly textbook as this. It's a scrolling beat-em-up that doesn't so much 'scroll' as 'shuffle'. You can't move the camera around so you can't see what's coming up. You can't explore the micro-sized levels, as you hit invisible walls as soon as you try to look around or even try to retread your steps. And the fighting is so basic so as to insult the intelligence of anyone who has ever played a videogame. Yes, the crates contain power-ups (so all crates must be smashed) and anything that's interactable (which is about two things per level) are highlighted with an idiot-proof red marker.

BOSLEY'S CHOICE

1. **DEVIL MAY CRY** Run around killing things. Gorgeous, stylish, huge and varied. And better than its sequel.
2. **TEKKEN 4** The bonus Force mode scrolling minigame is three times the game that *Charlie's Angels* is.
3. **CHARLIE'S ANGELS** Even if it was given away free with 50 quid attached, you'd still feel robbed.

PSM2 VERDICT

GAMEPLAY
+ Hit buttons.
- May increase thumb musculature.

GRAPHICS
+ The girls outfits could give the weak-minded a woody.
- Looks like a PSone game.

SOUND
+ Nice soundalikes – Drew didn't want anything to do with it.
- Repetitive girl grunting.

LIFESPAN
+ Finishable in an afternoon...
- But only if you *really* hate yourself.

OVERALL
As frustrating and painful as dreaming that you'd bedded Lucy Liu before discovering that you'd actually slept with Bernie Mac.

14

DIRTY

OUT UK 10TH JANUARY

SUMMER HEAT BEACH VOLLEYBALL

All the fun of volleyball without the sand in your crotch.

Hot on the heels of the nork-gawking pleasures of the Xbox's *DOA Xtreme Beach Volleyball*, barrel rollers Acclaim have gone and offloaded their own game into the PS2 court. Yes, it's semi-nude lady time!

Following remarkably helpful on-screen arrows, you and your fellow teammate use simple button presses to pass and aim your attack, the game doing most of the work for you. Don't expect matches to be a breeze on anything more than the Easy setting, though. Play in Easy and you'll be dozing off by the fifth match after scoring almost every time; and yet play any higher and you'll weep as the AI starts to deflect all your best shots, all not helped by an unwieldy camera.

That's the single player at least. Introducing more human players certainly makes things better, especially if you're the type to ogle the jiggling breasts in the replay mode. Seriously, these women are out to do themselves an injury with the lack of support their swimsuits offer.

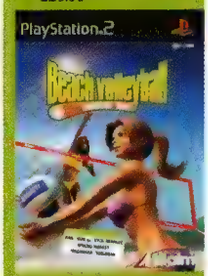
Yet for all the sun-kissed beaches and arses on show, it all feels a bit lifeless. One court and opponent is pretty much like any other, and sets can become overly long, with the games veering from the simplistic to lengthy battles of fruitless attrition. In fact the whole thing gets tiresome fairly quickly. To be fair, there's some attempt at longevity by offering bonuses to unlock, but there's a limit to how many dozens of games of volleyball we're willing to play just to get hold of a new pair of sunglasses. It's competent but it's really nothing more than a diversion. **PSM2**

SHBV is washed up on shop shelves now.

STOCK BOOB: Each player has their own set of stats. Our Roxy, here, is fast but has little control. Wa-hey! <cough>.

INFO

- **DEVELOPER** Acclaim
- **PUBLISHER** Acclaim
- **GAME TYPE** Volleyball
- **PRICE** £29.99



DETAILS

- Arcade, Exhibition and Tournament Mode.
- Up to four players with MultiTap.
- Over 200 unlockables.
- 14 unique 'hotties' (their words, not ours).

OVERALL
A lack of any real depth and a reliance on pretty ladies means this reveals its limits all too soon. Save it for the beach.

56

BIKINI OVERKILL

ASS EXODUS: The green arrow shows you exactly where you have to punt the ball. Yes, in this game you don't even have to think.

KNICKERS AND TARTS: If you so wish, you can share your excitement with three like-minded gamers. Your pets, perhaps.

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INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Takara
- **PUBLISHER** Play It
- **GAME TYPE** Racing
- **PRICE** £9.99
- **ESSENTIALS** 1-2 players, DualShock 2, Memory Card

DETAILS

- Over 108 real and fictional tanks to unlock.
- A large array of upgradable parts for your shell chucker.
- Two-player arena modes (normal and expert) plus a spread of minigames.
- Hidden missions and secret parts unlocked through chatting to other tanks.

OUT UK NOW

SEEK & DESTROY

What do you say if you're offered a shooter for a tenner? Tanky kindly.

REVIEWER: Jonnie Bryant

We've had precious few tank games on PS2. *WDL Thunder Tanks* which was average, *Conflict Zone* which was solid but looked rubbish, and now we've got the best of the bunch for a fraction of the price – well at least until *Hardware* lets rip. Of all the budget letting rip with your weapons. Complete a mission and you can spend the reward money on upgrading any one of 12 systems. It's not the most taxing gameplay ever and, yes, the graphics are nothing to write home about, but it's hard to fault it as far as value for money is concerned. Even when battling with a camera that only follows you while you hol L2, you're still happy to paper over the cracks and enjoy launching shells.

INSIGHT

There's a crafty way you can decrease the enemy's ability to hit you during combat. Before starting the next mission, scout its location, and then return to the nearest town. Visit the garage and set your camouflage (either plain, forest, desert, snow or urban) to match the new location before you enter.

On your path to glory, you'll encounter boss battles against helicopters, destruction missions and battles. Victory is dependant on what upgrades you've added – as long as they don't exceed your funds or the weight specs of your chassis. Plus each new addition opens up a greater spread of tactics. Our preferred set-up was to run straight at the opposition, turn and then drop mines in their path. Once they'd navigated these, broadside the survivors with the cannon and then mop up with our chainsaw. So, small, clever, not perfectly formed but *cheap*. Like R2D2 and just as lovable – if you take the time to get to know it. PSM2

Out in the shops now.

"WE'VE HAD PRECIOUS FEW TANK GAMES – AND THIS IS THE BEST OF THE BUNCH"

Play It range, this is the most accessible. It's a kind of tank shoot-em-up with RPG elements and a pinch of *Armored Core*'s weapon upgrades. Interested yet? You should be.

You're a tank in a world of tanks. Trundle down the street of any town in the game and you're met with other armoured vehicles. Pink ones, blue ones, ones with their shopping strapped to their back... Tragedy is, an evil empire of tanks has taken over your island meaning you've got to fight for your right to an oil change.

The way these battles kick off is through a series of missions accessed via a quick run across an isometric map. Once in the thick of it, it's all about out-manoeuvring the opposition while

TANKER AID: Look at that. We started off with nothing and here we are mined up to the eyes and sporting a new radar.

PANZA'S CHOICE

1. **METAL SLUG** OK, so there's only a certain amount of 'tanking' in it but you can't beat this classic 2D shooter.
2. **SEEK AND DESTROY** For this amount, you'll not find a better little shooter.
3. **WDL THUNDER TANKS** Arena-based blaster that bottoms out quickly due to a lack of depth in the single-player mode.

PSM2 VERDICT

GAMEPLAY
+ Tasty shoot-outs driven by a sharp little upgrade list.
- AI occasionally turns tanks into fish and the world into a barrel.

GRAPHICS
+ Not brilliant to look at, but adequate for the task in hand.
- You have to hold L2 to keep the camera in 'follow mode'.

SOUND
+ The engine labours the steeper the incline you climb.
- Repeated cannon fire makes you pray for another sound.

LIFESPAN
+ Hunting for the secrets and the 108 tanks'll keep you busy.
- Don't expect another *Hardware*.

OVERALL
Tidy, which is a shocker for something this cheap. Everything works well and it doesn't take a lot of digging to unearth some fun.

69

ROLLING

HUNT THEM ON LAND

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OUT UK now

SMASH CARS

Yes, they're cars – only sculpted entirely from a popular brand of instant potato flakes. No, hang on a minute...

Car games work – or don't – because of the way their cars feel. *Burnout* works because its cars feel like they can shred barriers, *Rumble Racing* doesn't because the vehicles float. *GT3* works because drift turns just feel right, *RC Revenge* fails because it's crap.

To its credit, the cars in *Smash Cars* feel a lot like remote control cars – skittish little rollcages with moonbuggy suspension. All the hazards of remote-control car racing (water, dogs, people kicking it) are faithfully recreated, as are the perks (deliberately ramming pedestrians' ankles, which you do for extra boost). Then there are more outlandish obstacles like, erm, aliens. It might not be realistic, but veering under a humvee provides some genuinely heart-in-mouth moments.

The racing's checkpoint stuff, which lets you pull lots of drift turns and encourages you to take shortcuts. But the course design varies from good to god-awful – some sections demand a practice run, and the unforgiving restart system means you can lose an entire race thanks to one computer car deciding to kamikaze your ass off a bridge. The stunt mode's completely pointless – line up a jump, yank the stick in an arbitrary direction as you leap, then repeat and garnish with slow-mo.

It looks nice, feels fine and tests your reactions a fair bit, but there's no reason to get excited about *Smash Cars*. After all, it isn't much cheaper than a real remote controlled car – all you need's a voodoo village to race through. **PSM2**

Smash Cars is out now

INFO

- **DEVELOPER** Create Studio
- **PUBLISHER** Metro 3D Europe
- **GAME TYPE** Racing
- **PRICE** £39.99

PlayStation.2

DETAILS

- Seven types of environment.
- Stunt, Head-to-Head, Championship, Quick Race and Hot Pot modes.

OVERALL

Like real RC racing, except you don't have to run after it when it tips over. Decide for yourself how much fun that sounds.

54

OUT OF CONTROL

SMASH WEDNESDAY: You get updates on your opponents' condition, and your antenna goes crooked if you get smashed flat.

SMASH HARRY: If you time it right, you can boost to ram pedestrian's Achilles tendons before they hoof you. Slightly mad? Yes.

BRIMFUL OF SMASHER: You can win points with any stunt you pull off - although this one doesn't look like a winner...

"HIS EARS FLAP"

OUT UK now

PIGLET'S BIG GAME

...and *this* little piggie fought Woozels and Heffalumps and hardly got scared at all.

Put that cynical I've-just-finished-*Vice-City*-and-I'm-not-playing-anything-that-doesn't-have-big-guns-and-fast-cars-in-it face away. Because it's the summer. And summer means two things: too much rubbish sport on telly, and too many shite games. And unless you want to dabble with a 2D shoot-em-up, then you should start thinking seriously about Pooh.

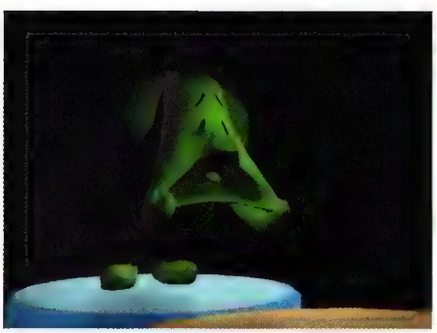
Piglet is far more adventurous than you may have given him credit for. Over the course of seven levels, he helps out his friends by entering their dreams and removing nightmarish nasties. Off he pops to face the perils of Heffalumps and Woozels, and the confusions of levers and keys.

Sadly, conflict isn't his 'thing'. When faced with the might of a Heffalump, he avoids giving them a good twatting, which is a shame – because, by gum, that would be a sight to see. Instead, he simply pulls his scariest face. We could all take a leaf out of Piglet's book, mark our words.

Good points? It's gorgeous. Piglet skips through beautiful levels, in which the scenery changes depending on whose dream you're in – Roo's crayon-coloured cardboard is particularly fetching. And Piglet is cute – very cute. We dig the way his ears flap when he kicks things.

Bad points? Millions and millions of loading screens. Poor Piglet is quite unable to walk more than a couple of feet before one of them crops up. Which is tiresome when your adrenaline is maxed out from the last Heffalump encounter. **PSM2**

Piglet *is out now. Smashing.*



CAN YOU PIG IT? Yes, this is Piglet. And this is one of the faces that he pulls in order to scare away Woozels and the like. Cripes.

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

- Seven levels
- A series of Brave Faces to collect in order to ward off nasties
- Sections where you play as Tigger and Pooh

OVERALL

Tiggers with attitude! A pretty fleshing out of Pooh and co. with just enough gameplay huggability to tempt in 'grown-ups' too.

60

PORKY

PORK IN THE ROAD: In Pooh's dream, Piglet has to trot around sweet-covered levels to find a pot of honey for the big fattie.

PIGGIE SMALL: As you'd expect, Eeyore's dream is a good deal more dark and gloomy than any other. Poor old Piglet.

OUT UK now

CHAOS LEGION

Cooler than *Devil May Cry*'s Dante sipping a frozen daiquiri. In a fridge. On the moon. Yes, it's *that* cool.

We all think it's great that more games are coming out in the UK at the same time as Japan. So perhaps someone should tell Capcom, cos once again we're telling you about how great a game is four months after we told you how great it was the first time around.

Yes, now you can actually go and buy *Chaos Legion*, and if you want stunning graphics and enough button-hammering to make your thumbs expire then this is for you. It's the game *Devil May Cry 2* should have been. Instead of a lukewarmed re-heat, we've got an action adventure packed with brilliant new ideas and so much hacking and blasting that at times it plays like a shoot-em-up.

A big plus is the innovative gameplay where you command your legions to attack with you or protect you, or you can simply let them do all the hard work. The more action a legion sees, the more powerful they become so that in later levels, you can let fly a blitzkrieg of destructive might.

Team the über-power gameplay with 30 or so supremely detailed attackers of the giant crab/squid/minotaur/demon variety on screen at once and you've got the ultimate battle on your hands.

OK, so your brain only gets a workout when allocating power-ups or selecting which bit of a boss to hammer but this isn't *Conflict Desert Storm*, this is *R-Type* with swords, and if that sounds even slightly intriguing then you'll love it. **PSM2**

Chaos Legion *is out now.*

SQUAD HULL: You choose how you want to use your legions, switching them between attacking and defending strategies mid-game.

INFO

- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS

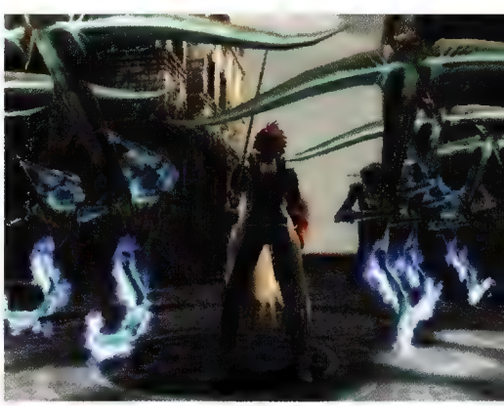
- Seven legions
- Two characters
- 30 baddies on-screen simultaneously
- 13 levels

OVERALL

Great looking, deeply Japanese action/shooter that trounces *DMC2*. Why not treat yourself to a week's worth of retro-tinged games bliss?

86

EXPLOSIVE



LEGION ME ASTRAY: The more you play the more powerful (and numerous) your floating bodyguards become.

HARRISON SWORD: Bring down massive baddies with repeated sword hacks, or send in your legions to do the job for you.

HUNTING SEASON IS NOW OPEN

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OUT UK NOW

INDIANA JONES AND THE EMPEROR'S TOMB

"WE JUST COULDN'T PUT THE DAMN THING DOWN"

INDIANA JONES AND THE EMPEROR'S TOMB

"BRAWLER"

We all adore-a the man in the Fedora, but is this archaeological adventure one to dig or just a load of bullwhip?

REVIEWER: Nick Ellis

INFO

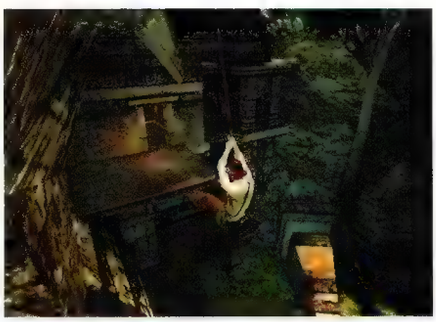
- **CODE TESTED** NTSC (US)
- **DEVELOPER** The Collective
- **PUBLISHER** Activision
- **GAME TYPE** Action adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, Memory Card, DualShock 2, Hat

DETAILS

- The game's split into ten 'chapters' comprising around 60 levels.
- Dozens of muscular fighting moves and combos to master.
- Various traditional weapons to acquire, including pistols, sub-machine guns and swords, plus a host of improvised weapons like bottles and spades.
- Free membership to www.s&m.com included with game.

With the bitter taste of disappointment still ringing in our ears (?) after trudging through the woefully deficient *Angel of Darkness*, this month we look to another all-action archaeologist for our adventure game kicks. Recently voted the second-greatest film hero of all time by the American Film Institute, and star of some dozen different videogames over the years, surely Dr Jones can deliver the goods?

If you were with us for last issue's preview you'll know that the signs were promising. We'd slapped a pack of ivory hunters around some ruined temples in the jungles of Ceylon before finding ourselves shoeing Nazis in a vast Gothic castle in Prague. A few weeks on and we're knocking on the gates of the Underworld having whipped, skipped, jumped, thumped, kicked, climbed and blasted our way through a rollicking Boys' Own tale that's superior in just about every way to *Tomb Raider*.



MOBILE JONES: Indy's trusty bullwhip is used for both swinging across gaps and lashing enemies into submission.

BRAWL OR NOTHING

Brawler is an apt name for the fighting mechanic, as bar room scrapping is far closer to the mark to their 'Brawler' fighting engine, but there's also a decent imitation of Harrison Ford's laconic quippery to help you believe.

"A ROLLICKING BOYS' OWN TALE THAT'S SUPERIOR IN EVERY WAY TO TOMB RAIDER"

While Ms Croft shuffles around the rainy streets of Europe like some undead extra from *Resident Evil* (evidently those outsized appendages have finally given her crippling back problems), Indiana is a joy to control and, indeed, it's the man himself who maketh the game. Developers The Collective have captured the spirit of Indy's character extremely well, thanks mainly than accomplished martial artsmanship when it comes to describing the way Dr J fights. He's all rolling shoulders, one-two slaps and below-the belt-kneeings. Add in pistol whips, smashing enemies over the head with liquor bottles and, of course, lashings from the trusty bullwhip (all easily executed with combinations of the ⊗ and ▣ buttons) and, yep, he da man.

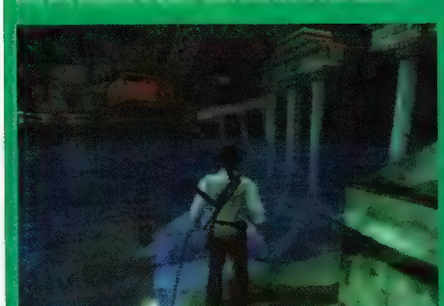
Squaring up to you is an alluring array of enemies that include Nazi troopers armed with ▶

TOMBS WITH A VIEW

The graphics might be on the shoddy side but the levels are stuffed with atmosphere. They're varied in design and features, too – jungles, castles, Nazi bases, sunken temples and, of course, ancient tombs. Here's what to expect on Indy's adventures.

CHINA CRISIS:

CEYLON CLUB:



TURKING A GOOD GAME:

CAIN AND CABLE: More

STEALTH CENTRE: You can avoid unwanted attention by hugging the walls.

SURPRISE: When the unsuspecting Arab has his back turned, duck out and open up the Sten.

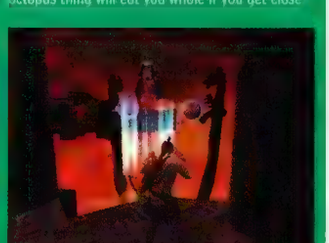
STRIFE'S RICH PAGEANT

You didn't think they'd neglect to include boss battles, did you? At the end of each 'chapter' of the adventure you'll be faced by something or someone large and unpleasant... These are the toughest opponents you'll face but defeating them is as much about exercising the grey cells as pummelling the joypad. The first boss, for example, is a Nazi super soldier. Try fighting him and you'll get precisely nowhere. Perhaps those beakers of goo might just do the job?

TOYS WILL BE TOYS : Correct us if we're wrong but isn't this guy an Action Man baddie? Either way, he's hard as plastic pants.

KRAKEN TOAST, GROMIT: This giant octopus thing will eat you whole if you get close

BIRDS OF PREY: These two ladies haven't thrown up to give you a massage. Unfortunately.



R.I.P. GIRL: The lass you've spent ages trying to rescue turns into a demon. Now that's gratitude

▶ Mausers, Lugers, Sten guns and flame-throwers, Hong Kong gang members, spear-wielding Samurai and, er, zombie ninjas. On the whole your average bad guy is pretty sharp. You'll usually encounter more than one at a time, and they work collectively in their attempts to thwart your progress. There you are, giving some little sod a good headbutt, when another sneaks up behind you and floors you with a whack in the kidneys. The difficulty level in fighting off the hordes is pitched just right – never frustratingly taxing but never easy.

The way in which you move Indy around is also superior to the temper-shredding stumblings of the Croft woman. Point Indy in a direction, run and then jump and chances are you'll hit the spot you were aiming for. Hoo-bloody-rah. Your principal means of traversing gaps is the whip but you'll also be asked to leap across chasms, just managing to catch the opposite ledge with fingertips or grab on to a dangling chain, giving access to another platform.

All this prancing around takes place in a selection of varied levels. There's the aforementioned castle in Prague, the Istanbul chapter takes place in watery chambers and there's a mountain-side fortress and installations of the Third Reich to breach. Each section throws up different challenges. Ironically, it's all very *Tomb Raider* (but not new *Tomb Raider*) in a 'glorified platformer' kind of way. Not that we're complaining. We just couldn't put the damn thing down, not even to watch the final part of Dinner Party Inspectors.

YOU NEED A PHD FOR THIS?

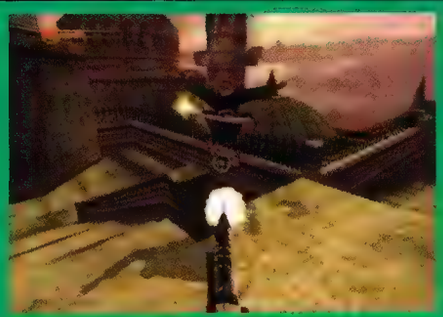
The puzzles, of which there are a fair few, don't exactly require Mensa membership.

BAD HERR DAY: Steal a German uniform and you wont be troubled by the guards, allowing you to infiltrate their base. However...

TURNCOAT IN THE ACT: They rumble your disguise in the end.

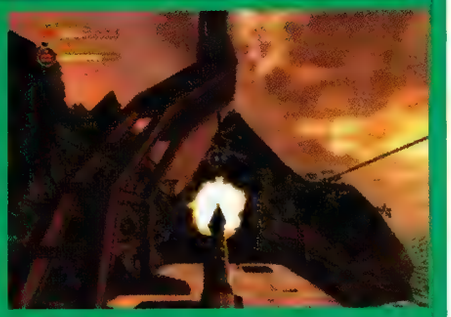
GUN IN THE SUN

You certainly can't criticise the game for being short on action. Every chapter throws up something new and different (and usually violent). One of our favourite activities is getting behind the trigger of a high-calibre machine-gun and blasting away at enemies like a member of the Michigan militia on a training weekend. You get the chance to spread the load in this fashion half a dozen times during the game. Here are the three we enjoyed most.



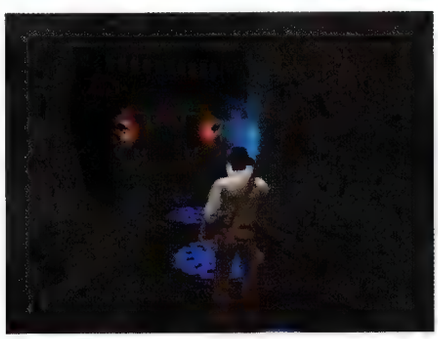
SKULL AND CROSS JONES: Don't get in the doctor's bad books, he'll make you eat lead for breakfast, lunch and tea.

SHAW POINT: This section has you outrunning monsters in a rickshaw. It's a bit naff – both the bike and car keep respawning.

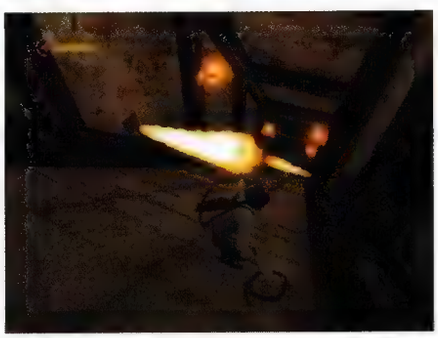


CABLE FOR ONE: Our favourite shooting bit, this. Fighters are dive bombing you and you're stuck on top of a cable car.

I-CHING PIECE: So then, I ram the blue torch up my arse and fart flames until it opens?



BLUE SNIFFER: A handy bit of kit that blue torch. Everywhere you go in the tomb it lights something up. It's also a great weapon.



SLIDE OF PLACE: This is a fun little section that's pure *Tomb Raider*. Watch out for the poison arrow traps and dodge the flames.

SUNK AND DISORDERLY: Much of the Istanbul section takes place in underwater ruins.

IMPACT POINT

Oof! Grab a bad guy by the shoulders, deliver a knee to his soft and dangly bits, then another before smacking him in the chops to put him on the floor. It's the scrapping that makes the game so entertaining and there are loads of brawling moves to master, the best of which is the smack below.

Several simply need you to fetch and carry items to a key slot, and when you encounter a lever all it requires is a quick tug. The only puzzle that caused us any trouble was in Prague where we had to set a giant astrological clock to correspond to a series of visual clues that, in turn, unlocked doors to different areas. There's an I-Ching puzzle in the Emperor's Tomb itself, but again it's a case of working your way through a set of rooms, this time lighting up magical braziers to unlock sections of the puzzle before sliding them together in the correct fashion. You certainly won't find yourself scouring areas for hours.

The plot that holds all this action together is pretty much what you'd expect from an Indy game in that it essentially follows the formula of the films. Jones finds long-lost artifact then returns to classes. Interested party learns of find and asks Jones to wander off again and recover other bits and bobs related to said artifact. Jones encounters Nazis who are chasing the same thing. Jones kicks Nazi ass but then runs into more trouble when more groups of belligerent treasure hunters surface. Then it all goes a bit supernatural. And, of course, there's the girl. There's always a girl. It's hardly the stuff of James Joyce, but it's just about adequate to keep you interested.

But here's the real rub. Visually, *The Emperor's Tomb* sucks, and it sucks quite hard. For a start, the environments are blurry and grainy, so much so that PSM2's art master Dan V asked if there was some problem with the screenshots we'd given him for these very pages. Likewise, there are plenty of times when enemies disappear into walls or doors, and the collision detection during the fights frequently leaves a lot to be desired. The framerate is lethargic at best, and often it chugs like Stephenson's Rocket during big fights when it should be flying like a Bullet Train.

Compared to the likes of *Sons of Liberty* and *Angel of Darkness* it looks like a PSone game. But you have to ask yourself how important are good looks to you? The lack of polish hasn't impinged on our enjoyment of the title (we played non-stop and finished it) and, as we err on the gameplay side of the 'graphics vs gameplay' debate here at PSM2, we're willing to forgive it. Just this once, mind. **PSM2**

Get cracking – Indy's out now.

INSIGHT

There's a new Indy film in the works. Spielberg will direct and the script is by Frank Darabont, who wrote the *Young Indiana Jones Chronicles*. Ford takes the lead and Sean Connery will also star. It'll be out in 2005.

"THE FRAMERATE OFTEN CHUGS LIKE STEPHENSON'S ROCKET DURING BIG FIGHTS"

BRODY'S CHOICE

1. **INDIANA JONES AND THE EMPEROR'S TOMB** – Excellent combat coupled with a variety of platforming moves makes us very happy.
2. **ENTER THE MATRIX** – It can't be beaten for kung fu cool.
3. **TOMB RAIDER: THE ANGEL OF DARKNESS** – Lara slaps us in the face with a crushingly disappointing and unwieldy game.

PSM2 VERDICT

GAMEPLAY
+ Excellent scrapping coupled with some neat platforming.
- You're led by the hand too much and the puzzles are simple.

GRAPHICS
+ Dr Jones looks and moves just like he does in the films.
- Grainy textures, and the framerate ranges from perfect to awful.

SOUND
+ Indy is pretty convincing and there's that familiar rousing score.
- Some supporting characters are more amdram than Hollywood.

LIFESPAN
+ With around 60 levels to work through, it's a fair old trek.
- There's little, if any, replay value.

OVERALL
A rip-roaring adventure that's all-out action from start. We love Indy, the fighting and the whipping. A shame it looks like Brody's arse.

80

CRACKING

INFO

- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Hitmaker
- **PUBLISHER** Sega
- **GAME TYPE** Mech
- **PRICE** ¥6,800
- **EXTRAS** 1-2 players, DualShock 2, Memory Card

DETAILS

- Three modes to muck about in: Dramatic Battle, Challenge and Versus.
- 37 different mechs to unlock.
- Colour changing for your chosen mech and concept art to unlock.
- Six methods of control, including the arcade-perfect 'dual twinstick' option.
- Many different types of missions, including Boss, Turret Destruction and Exploration.

OUT JAPAN NOW OUT UK NOVEMBER

VIRTUAL-ON: MARZ

Robotic shepherd girls firing giant crystals at tanks? Let's get it ON...

REVIEWER: Joel Snape

Back in the day of Lego-brick 3D and flat backdrops, robot games seemed the perfect application for impressive angular graphics. *Virtual-On*'s been around since the mid-'90s, making its debut in arcades and on the Sega Saturn, and it still has legions of followers. The trouble is, robot games have gone into anime meltdown since then – and *VO: Marz* seems to be having trouble keeping up.

For *On* purists, the pinnacle of the series was *Oratorio Tangram*, which had the most complex fight system and proper graphics. The gameplay's been slightly dumbed down for this instalment, ditching refinements like the double jump and second turbo button – which gave each mech nine attack variations – presumably in a bid to broaden its appeal. The combat also seems to have slowed down a little, but you'd have to be an *On* obsessive to notice the difference. The biggest change is the expansion of the gameplay to allow up to four 'bots on-screen at once. Challenge mode's a series of two-a-side battles with occasional boss bouts to spice things up, and Dramatic Battle (the utterly incomprehensible story mode) regularly flings teams of three at you to keep things interesting. It's less superficial than it sounds, because it means that long-range 'bots can provide sniper backup. It also gives you a vague chance of hitting the more elaborate special moves, which any decent 'bot'll normally see coming a moon mile away. Close combat feels arbitrary at first, but becomes second nature as you learn exactly *why* certain hits connect.

There are 37 mechs (or Virtuaroids) to unlock – and the conditions for doing so can vary between travelling a certain mileage up to completing the game in Hard mode. There's the typical array of big, plodding ones and quick, weak ones, but there's also some inspired design – check out the Little Bo Peep-style 'bot, or the heart-chucking cutesy-'bot.

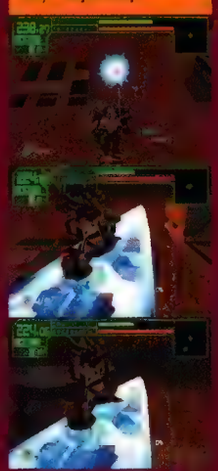
"CHECK THE LITTLE BO PEEP-STYLE 'BOT OR THE HEART-CHUCKING CUTESY-'BOT"

IMPACT POINT

You finally pull off Temjin 707's Special – a weapon-gauge draining air-dash. He turns his sword into a laser surfboard and pilots it straight at the other player, and then... they calmly step out of the way. Temjin's crap.

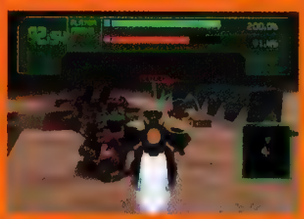
SLOW FAR, SLOW GOOD: Raiden's your typical clunky trunk-bot – takes loads of punishment, moves like a cow in treacle.

MECH LIKE A TREE: Locking on's mercilully easy, even in the heat of a four-player dust up. Just jump and dash about.



MECH IT SO

Thrust vectoring? Watari dashing? Browsing through the FAQs on the Net, you'd be forgiven for thinking that *On*'s the most complicated game since *Chuck Yeager's Incredibly Dull Flight Simulator*. Not so – in fact, they're just fancy names given to simple moves as part of the robo-nerds' conspiracy to prove that they're better than you. Observe as we dissect the moves you'll need for *On* mastery...



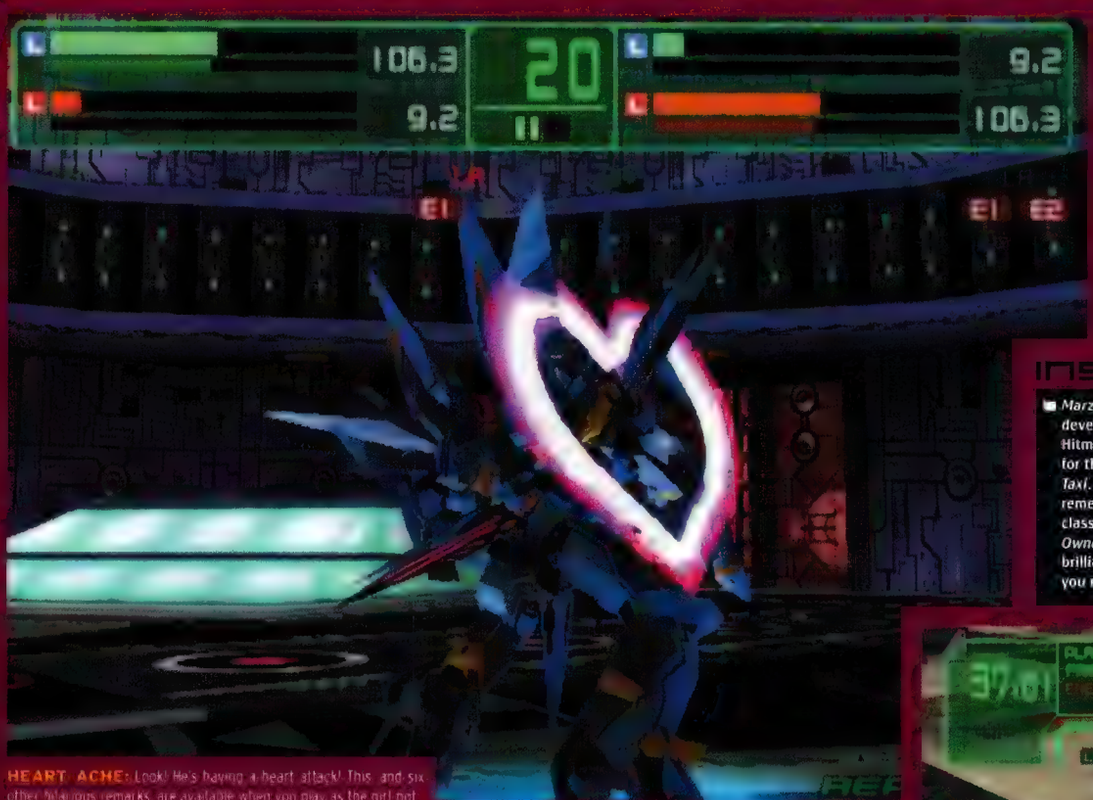
THRUST VECTORING:

WATARI DASHING:

RESCUE DASH:

CIRCULAR SLASH:

AIR DASHING:

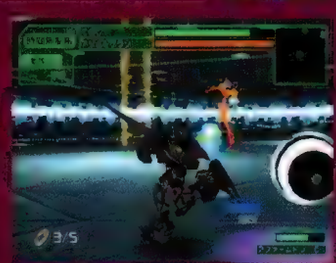


HEART ACHE: Look! He's having a heart attack! This, and six other hilarious remarks, are available when you play as the girl bot.

SNAKE A CHANCE: The Leviathan attack might as well go "Woo! Watch out for the special mooove!" T'choh.

INSIGHT

Marz comes from Sega development team Hitmaker, best known for their work on *Crazy Taxi*. You might also remember them from classics like *Derby Owner 2* and the brilliant *Crackin' DJ*. Or you might not.



SPARK LIFE: Bosses pause theatrically, and then unleash electric horror at your face.

KICKING BACK: Hit ↑/→ in close combat, and you'll outmanoeuvre your foe for a cheeky backslash.

The only trouble is, considering that the main point of the games unlocking these VRs, you're surprisingly limited in what you can actually *do* with them. They can't be used in Challenge mode – you're limited to a preset selection available from the outset, and you can't play alongside another human. And equally mystifyingly, you can ramp the difficulty right up to the almost impossible Extreme in Dramatic battle or Challenge, where the enemy 'bots dodge everything you throw at them – but the AI in Versus modes insultingly weak. Playing two humans about the 'bots is fun, but it's not a test. Worse, it's going to take you ages – and not because of the game's difficulty. Even if you click straight through the mission briefings, don't change your mech and flip past every menu, you're still looking at loading times that take *longer* than the fights, accompanied by music that sounds like it'd be better suited to a game about bears running a sweet factory.

Consider this, especially if you're a fairweather robot fan: *Virtual-On: Marz* almost certainly demands more skill than *ZOE 2*. Loading screens aside, it probably takes longer to complete, thanks to the different robots you need to master. It's definitely a better two-player game. But *ZOE 2* looks absolutely *brilliant*. It's like comparing a CGI-rendered Manga film to Transformers on strings in a sandpit. For Christ's sake – *ZOE 2* has a bit where you fight 40 rival mechs on top of an exploding train. *Armored Core 3*'s faster and slicker for robo-lovers, and *ZOE 2* caters for everyone else. Hardcore fans have speculated that the simplicity of this chapter's a deliberate ploy, to introduce people to the series – but they'd be far better off investing in an earlier incarnation. PSM2

Virtual-On will be out in November.

"THIS'LL LAST AGES – 'COS THE LOADING TIMES TAKE LONGER THAN THE FIGHTS"

GONNA MECH IT HAPPEN: Two player games work on the Captain Fall system – once the leader's dead, it's all over.

MEGATRON'S CHOICE

1 **ZOE 2**
It might not be that deep, but playing it is like watching *Gundam* mechs fight during a firework display in a roller disco.

2 **VIRTUAL ON: MARZ**
Mildly challenging combat spliced into a game that consists of doing the same thing too often.

3 **ARMORED CORE 2**
Comprehensive, demanding and dull. Not necessarily in that order.

PSM2 VERDICT

GAMEPLAY
+ The backup 'bots add to the tactical element.
– It still feels quite simplistic.

GRAPHICS
Much brighter and bouncier than *Armored Core*...
But still nowhere near the anime exuberance of *ZOE 2*.

SOUND
+ A remix of In The Blue Sky from *Oratorio Tangram*? Marvellous.
– Brain-meltingly twee loading screen music.

LIFESPAN
Collecting all 37 mechs should take you ages.
But roughly two-thirds of that time'll be spent watching it load.

OVERALL
The *Street Fighter* of robot games – deceptively deep and cartoonish, but no match for the sparkle and pizazz of the big boys.

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ROBOTIC

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT JAPAN NOW **OUT UK** TBC

INFO

- **CODE TESTED** NTSC-J Japan
- **DEVELOPER** Playmore
- **PUBLISHER** Playmore
- **GAME TYPE** 2D action
- **PRICE** ¥6,720 £30
- **ESSENTIALS** 1-2 Player Memory Card, DualShock 2

DETAILS

- Five intense levels.
- Four initially playable characters with the option of playing as different members of the Moden army.
- Two minigames.
- Six different vehicles.

HUMP AND GRIND: The entertaining desert level sees you mounting a camel and going up against walking Venus flytraps.

BRAINS ADDICTION: The final boss encounter takes place in mid-air as you plunge earthwards.

METAL SLUG 3

3D is sooo passé. Say tanks for the memories and get back to the old-skool with 2D gaming at its finest. **REVIEWER:** Milford Coppock

Metal Slug 3 is a beautiful game. No, make that a sexy game. Not in a Cameron Diaz-type way, but more like your Michelle Pfeiffers or your Amanda Donohoes: ultimately starting to show its age and not to everyone's taste, but still undeniably good looking...

Previously only available on the Neo Geo and a conversion to the ill-fated Sega Saturn in the '90s, this is the finest version of *Metal Slug* to appear on Sony branded hardware.

FAT'S ENTERTAINMENT: Pile on the pounds as quickly as possible and see your weight rocket. Fat Club here we come...

You initially take the fight to the Moden army on foot, in a side-scrolling, power-up filled bonanza. Next you head off into space to save a captured comrade from invading aliens with the help of your former enemies. Pick either Marco, Eri, Tarma or Fio, and you're immediately thrown into the thick of things, battling through five of the toughest and most enjoyable 2D blasting stages to grace a home console. The eponymous *Slug* of the title refers to the squat super-deformed tank you get the chance to pilot part way through the game and forms part of an arsenal that includes subs, planes, mini-mechs and, more bizarrely, heavily armoured camels and elephants.

The attention to detail, love and humour shown throughout this classic puts a lot of 3D games to shame. Pretty much everything on screen is constantly moving, be it guards mugging to the camera, hostages struggling to break free, or crabs giant enough to give anyone the STD from hell. There are countless neat touches to look out for, and all of them made us chuckle. One of our favourites is when you mutate into a leg-dragging, cadaver after an intimate encounter with the walking dead.

And now, the rough part. You'll see pretty much all the game has to offer within two hours (something made all the easier using the old-skool infinite continues) although there are multiple routes through each level. There's also a couple of bonus minigames, the best of which sees you trying to outsize the Waller by consuming food the guards drop. Then there's the two-player co-op mode and the challenge of finishing the game as quickly as possible.

Of course it all comes down to personal taste. If you like action games rammed full of realism that will take a month of Sundays to complete, then this bites the fat one. However, if you like a laugh and can cope with the 2D graphics and brevity, then give it a go. You might just remember what games should be like. **PSM2**

INSIGHT

The very first edition of *Metal Slug* that came out on the Neo Geo has been known to exchange hands for as much as £1500 on internet auction sites.

ROMMEL'S CHOICE

1. **METAL SLUG 3** Bold, brash and beautiful 2D shooter crammed full of character.
2. **CONTRA SHATTERED SOLDIER** The inclusion of 3D does nothing to help this frustrating experience.
3. **GRADIUS 3 & 4** A faithful conversion of the classic arcade shooter, but not flash enough to attract new players.

PSM2 VERDICT

GAMEPLAY
+ Run, jump, shoot. Simple as that.
- Run, jump, shoot. Run, jump, shoot. Run, jump, shoot.

GRAPHICS
+ Some of the most intricate 2D graphics/animation seen on PS2
- Who the frick want's 2D graphics any more?

SOUND
+ Appropriate [illegible] and [illegible] sound.
- [illegible] sound could be crisper.

LIFESPAN
+ Incredibly intense and challenging while it lasts.
- You've seen most of what the game has to offer in two hours.

OVERALL
A hugely enjoyable 2D blaster with enough charm and cool stuff to warrant repeat plays – if you can cope with the frantic pace and bouts of RSI.

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2D-IE FOR

PSNEXT

PLAYSTATION 2 AND BEYOND

A NEW MAGAZINE ABOUT PLAYSTATION 2
ISSUE TWO: ON SALE NOW

METAL GEAR SOLID 3: JUST WHO IS SOLID SNAKE?
GAME BOY IS DEAD! LONG LIVE THE PSP
THE TOMB RAIDER FIASCO IN FULL
TONY HAWK'S UNDERGROUND, FIFA 2004 ONLINE, MANHUNT

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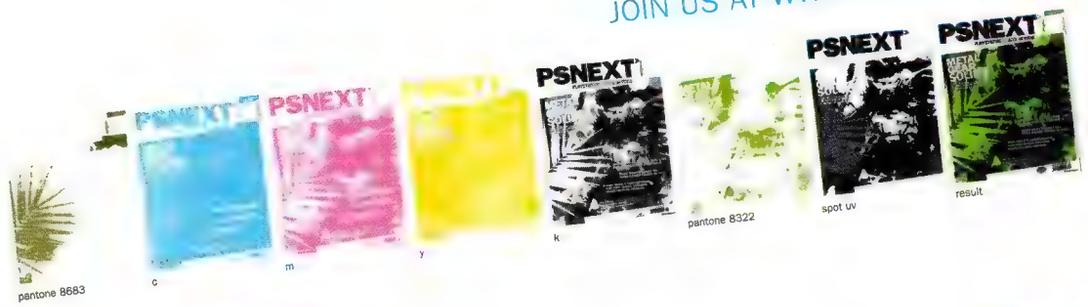


future games
The first choice for gamers

OUT US NOW OUT UK TBC

SUIKODEN 3

Oh look, there's a burning village. And, gosh, there goes our interest...

REVIEWER: Jonnie Bryant

OK, so maybe that was an over hasty judgement designed to get a rise out of the fans of the series, but come on. There's enough irritants in this game to amount to a salt and vinegar Chipstick stuffed firmly in the eye. For instance, this may well be *Suikoden's* first foray into the world of 3D, but it's a move that's left the game's roving camera struggling to catch up.

You've got no control over what you look at, theres no first-person perspective, and you're regularly presented with interesting views of horse's arses during combat. It's not broken, you can still happily play, it's just that after the visual coolness of *Dark Chronicle*, *Kingdom Hearts* and even *Summoner 2*, this kind of thing comes across as dawn-of-the-PS2 and duff.

You could level *Final Fantasy X* against us as an example of an autonomous camera in a 3D world, but it just doesn't wash. *FFX's* character animations were excellent – you'll find no visual updates to weapons and armour with *Suikoden 3*, for instance – and the weight of the CG rewards in *FFX* was always enough to counter any visual flaws you may have encountered.

The hands-free perspective also contributes to a constricted sense of freedom, as does the numerous invisible walls you'll run into while exploring. Your character may be able to ride a griffin or scale a ladder, but go the wrong way

BURLY LEARNING: To improve your battling abilities, you'll need to pay for some training.

INFO

- **CODE TESTED** NTSC (US)
- **DEVELOPER** Konami
- **PUBLISHER** Konami
- **GAME TYPE** RPG
- **PRICE** See Importer
- **EXTRAS** 1 Player, DualShock 2, Memory Card

DETAILS

- 108 NPCs to root out and collect.
- Three central characters each with their own take on events.
- Three forms of combat to struggle with: standard random battles, duel encounters and unit commanding skirmishes.
- The opportunity to build and equip your own castle.
- Multiple minigames, including unicorn races against the clock, gambling and an in-game lottery.

IMPACT POINT

The skirmish system makes for a welcome departure from those random battles, as it gives you *Dynasty Tactics*-styled control over a few units. When it comes to the actual hands-on fighting, though, your commands are limited to attack, defend and run.

ASSAULT HORSE: Riding has two benefits. You cause more damage in combat and, as you're faster, you avoid random battles.

FAIR RAIDING: Multiple perspectives ensure you're slow to judge those that appear evil.

WHOLE LOTTERY LOVE: *Suikoden 3*'s Pick A Number isn't the most inspired minigame.

round a flower bed and they'll do that rubbish treadmill/plod on the spot thing. And the sad reality here is that this malaise of control sadly gets carried across to item use and combat as well.

Menus are blocky and unexciting and you've got no interaction with the world around you beyond opening and closing doors. As for the mechanics of having a scrap, there's not much to be found beyond standard and magical attacks. You can get involved with unit commanding in the bigger battle scenes that have always been a feature of the series, and there is a one-on-one duel mode, but neither produce the flare of options this game so desperately needs.

INSIGHT

As with *Dynasty Warriors*, *Suikoden* is based upon an ancient Chinese text; Shuihu Zhuan and the 108 Outlaws of the Water Margin. Older readers might remember the Japanese TV adaptation that was shown over here in the 1970s alongside the 'irrepressible' Monkey.

Even the unique selling point of the multiple viewpoints turns up tarnished. The Trinity Sight System *is* inventive – we can't recall anywhere else that lets you play three different characters with their own perspective on the same events. That said, the repetition of scenarios means you end up wandering back and forth over the same territory time and again. Hugo – a plucky waif of the grassland clan – begins the game in his village, he journeys to the capital (Vinay Del Zexay) and then he returns along the same path. The other two, Chris and Geddoe, follow much the same route only in reverse with a few minor variations. That's the same stretch of road covered around six times over the space of ten hours. Six frikkin' times! Praise the dark lord of die rolls for the arrival of the castle construction system...

Suikoden is the Japanese name for the Chinese legend of the Water Margin – anyone remember the '70s TV series? As such, all three titles have used a huge cast of NPCs that can join your party at different times during the course of events – there's 108 in total. What's any of this got to do with the building of your fortification? Well, if you want to have somewhere where you can upgrade your skills, you're going to have to persuade the relevant folk through the portcullis. Each addition brings with it new buildings and a fresh spread of minigames that make it really hard to care about getting back to the plot and another overload of t-e-d-i-o-u-s dialogue and burning villages.

"IT'S HARD TO CARE ABOUT THE PLOT AND ANOTHER OVERLOAD OF T-E-D-I-O-U-S DIALOGUE AND BURNING VILLAGES"

It's not that it's a bad game as such, just that the highlights are few. The market's already stuffed with games that do everything *Suikoden 3* does, and titles like the magnificent *Dark Chronicle* really show up the short-fallings of more dyed-in-the-wool adventures. Yeah, we've been spoilt but, regrettably, we're just not that hungry for this kind of thing these days. PSM2

Konami have no definite plans to bring this to the UK. And it won't be missed if they don't.

TRIPLE GRIPPLE: Here they all are: Chris, Lightfellow, Captain Geddoe and clan boy Hugo. So who'd you wanna be first?

RUNE WITH A CREW

The magic system is based upon attaching different runes to characters and non-playable characters (NPCs). Visit a rune sage in any village, and you'll be able to fuse yourself with its power. There are 12 in total, and each takes between one and three combat rounds to power up.

FIRE RUNE:

EARTH RUNE:

LIGHTNING RUNE:

WATER RUNE:

WIND RUNE: Hugo starts out with this, which

BAY BLAZE:

GAMGEE'S CHOICE

1. **FINAL FANTASY 10**
   Yeah, we get tired saying it too, but 160,000 of you can't be wrong. The best RPG out there.
2. **DARK CHRONICLE**
   Cute and dense, but in a good way. So much to do, so little time. We're still loving every second of this.
3. **SUIKODEN 3**
   One for the fans alone. Others will find more to irritate than please with this by-the-numbers RPG.

PSM2 VERDICT

GAMEPLAY
+ Innovative in its castle construction and multiple viewpoints.
– Dialogue heavy and fight light.

GRAPHICS
+ Bright and spacious with an incredible level of character design.
– All seen through an 'on the rails' camera that's not that smart.

SOUND
+ As with all *Suikodens*, the music is made to make you happy.
– In a time of character voice-overs, this lot remain mute.

LIFESPAN
+ The gambling games of your castle will turn you into an addict.
– Recovering the same ground with the three heroes soon grates.

OVERALL
It's got everything needed, but we can't help feeling this type of RPG has had its day. Without exciting CG or realtime battles, it falters.

66

BITTER SUITE

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

©Pictorial Press Ltd

THE WOODY MAN: Kev's 'unique' acting skills blend in with the scenery.

OUT UK 8TH SEPTEMBER

ROBIN HOOD: PRINCE OF THIEVES (SPECIAL EDITION)

Twang! Kevin's dodgy accent, Nottingham Forest in action and *that* theme tune/haircut. Ah, the good old days of early '90s cinema...

STARRING ..... Kevin Costner, Alan Rickman, Morgan Freeman, Christian Slater, Mary Elizabeth Mastrantonio, Michael Wincott, Brian Blessed, Sean Connery
DIRECTOR ..... Kevin Reynolds
CERTIFICATE ..... PG
PRICE £19.99

Mouth the title Robin Hood: Prince of Thieves to any discerning film watcher and chances are you'll get grins, grimaces and reams of trivia about the following: that Kevin Costner's accent starts in the south of England and spends the rest of the film backpacking around America. That what most people remember about the movie is the Bryan Adams-warbled ditty Everything I Do (I Do It For Hugh), which clung on to the top of the charts for a torturous 16 weeks. That and the biggest story to come out of the production was not how much money it took, but how the tension on set had the director, the studio and star at each other's throats throughout most of the shoot.

And finally, that Alan Rickman's Sheriff of Nottingham steals the entire flick from under Costner's sizeable schnozz. With his pantomime playing and superior sneer, Rickman is by far the best thing about this 1991-shot updating of the Robin Hood legend. Striding across every scene he's in, Rickman's delivery of such gems as "Cancel Christmas!" and "I'm going to cut your heart out with a spoon!" delighted audiences and annoyed Costner so much that he tried to have the British thesp's screentime reduced. And it's easy to see why – in comparison with Rickman, Costner's performance is pure Sherwood.

SLINGS AND ARROWS

It's not all Kev's fault, however – though a good portion of the blame must fall squarely on his diva-like behaviour. His constant rows with director Kevin Reynolds almost ruined their friendship and damaged his relationship with the Warners studio bods. Yet Costner was still prepared to put in the work – during the filming of his arrival back in Britain at the start, Kev almost drowned trying to get the perfect shot of jumping out of his boat.

And despite all the problems, spats and the fact that most people remember the song more than the film, Prince of Thieves is a rollicking, Boy's Own adventure that ups the action while never forgetting its characters. Costner and Morgan Freeman make a solid team as Robin and his stalwart sidekick Azeem. There's also good work from the likes of Christian Slater, Brian Blessed (yes!) and especially tubby Canadian comedy actor Mike McShane as a slovenly, ever-hungry Friar Tuck. And though she famously claimed that she was totally wrong for the role when approached, Mary Elizabeth Mastrantonio (try saying that three times fast after ten pints) is a lively and – ulp – sexy Marion. Oh, and Shir Shean Connery turns up at the end as King Richard. Come on, what more do you want? **PSM2**

"WITH HIS SUPERIOR SNEER, RICKMAN IS BY FAR THE BEST THING ABOUT THIS FILM"

INSIGHT

- Sean Connery got £250,000 for two days' work. He donated it to charity.
- Upon returning to England shores in Dover, Robin and Azeem travel to Nottingham – and somehow stop at Hadrian's Wall along the way...
- Richard E Grant was originally offered the Sheriff's role.

LINCOLN GREEN CHOICE

1. **ROBIN HOOD: PRINCE OF THIEVES** Kev and Alan get medieval on yo' ass.
2. **ROBIN HOOD (1991)** Released in the same year. Does anyone remember this one? Umm, we don't...
3. **ROBIN HOOD (1973)** Disney does Hood, with the best soundtrack this side of 8 Mile.

PSM2 VERDICT

EXTRAS
Commentary 4/5 Deleted scenes 3/5 Making Of.

OVERALL
Re-watch it, and enjoy Rickman's deliciously camp performance – and now it has the extras to back it up. Controversy-free, though.

59

BOYZ IN THE HOOD

OUT UK 29TH SEPTEMBER

THE RULES OF ATTRACTION

College boys and girls come out to play... in the worst way possible.

STARRING James Van Der Beek, Jessica Biel, Ian Somerhalder, Shannyn Sossamon, Kip Pardue, Clifton Collins, Eric Stoltz
DIRECTOR Roger Avary
CERTIFICATE 18
PRICE £19.99

Roger Avary is a sick, twisted man. And we respect him for that. But then, so is novelist Brett Easton Ellis. So it seems only natural that, as the poster adverts ran, they should team up for a film from "the corrupt minds that brought you Pulp Fiction and American Psycho".

We're in brutal Ellis world here, journeying deep into the shallow psyches of US college psychos. His plot stalks the hallways of Camden, a New England seat of learning where rich, bored twentysomethings party, smoke pot, sleep around and, once in a while, attend lectures. It's familiar territory for Ellis, who has written about disaffected youth before, but this time it's found a cinematic outlet in Roger Avary, who understands exactly what the book needed to work as a film. So welcome to a world of freeze-frames, reverse-time shots, camera trickery and vile behaviour.

Taking the traditional love-triangle formula and giving it a painful twist, Avary charts the (mis) adventures of James Van Der Beeks' Sean Bateman (yes, as in American Psycho Patrick's younger brother), the college bastard whose sole aim in life is to get laid. So he's shocked when he actually falls in love with a girl. That girl in question is Lauren (Shannon Sossamon), a committed virgin already in love with campus stud Victor. Then there's Paul (Ian Somerhalder), a gay student who quietly pines for Sean. Their three-way plot is backed by a rogues' gallery of screwed up, pissed up students who stumble through their educational life in a haze of parties.

INSIGHT

- Shannyn Sossamon's Lauren slyly references Roger Avary's Killing Zoe near the start.
- Two radio DJ's mentioned during the movie are named for the film's music supervisors.
- Despite the film being set at a New England college, you can clearly see some palm trees in one shot.

DAWSON'S REEK

But the most shocking element of Rules is not the plot – it's the casting. Walking forehead Van Der Beek is best known for playing the wimpy, moany lead on Dawson's Creek. Here, he's a revelation: swaggering, swearing and sexually magnetic. He may be a bastard, but he's a charming one.

KILLING JOEY: No lengthy polemics about the psychology of shuffling here...

©The Kobal Collection

But he's not the only one who impresses – all the leads play their parts to perfection. And Avary proves that he can direct with skill and panache. He twists and turns the narrative, and includes brilliant set-pieces, like the visual blitz that is Victor's trip around Europe – blasted at double speed, but filmed for real, it's a promise of things to come. Which is what you'll be left hoping for. That, and a nasty taste in the mouth. **PSM2**

ELLIS' CHOICE

1. **AMERICAN PSYCHO** Patrick Bateman goes on a killing spree.
2. **THE RULES OF ATTRACTION** College kids in sex and drugtopia.
3. **LESS THAN ZERO** Summer days for bored kids.

PSM2 VERDICT

EXTRAS
Commentaries Documentary.

OVERALL
Razor-sharp satire and downright nastiness blend perfectly. You'll either love it or loathe it. Shame the extras are a bit thin on the ground.

80

COLLEGE DAZE

NARC

OUT UK 1ST SEPTEMBER

STARRING Ray Liotta, Jason Patric
DIRECTOR Joe Carnahan
CERTIFICATE 18
PRICE £19.99

Harking back to the gritty cop movies that personified the '70s, Narc is a return to brutal coppers, double-crossing and quality. Jason Patric's bitter homicide detective is brought back on to the force to help investigate the case of a murdered copper. Ray Liotta, the dead man's partner, is at first resistant to Patric's involvement, but the two reach a working agreement. Then Patric discovers that all isn't what it seems... Keeping you guessing through flashbacks and refusing to pull its punches, Narc will have you reeling. **PSM2** **72**

WELCOME TO COLLINWOOD

OUT UK 29TH SEPTEMBER

STARRING Sam Rockwell, George Clooney
DIRECTOR Joe Russo, Anthony Russo
CERTIFICATE 15
PRICE £19.99

Bungling criminals is a genre that's been exploited fully by the likes of the Coen brothers and, um, John Hughes. And while Welcome To Collinwood would obviously prefer to be compared to the illustrious Coens, the only real thing it shares is the fact it was directed by another pair of brothers. Still, there's enough to enjoy with the likes of William H Macy and Sam Rockwell leading a strong cast. Clooney, who produces and pops up in a tiny role, obviously liked it enough to get it made – but this time his intuition is off. **PSM2** **52**

ALSO RELEASED

FRASIER: SEASON ONE
Released 1st September **Cert** TBC **Price** £34.99
Remember when Frasier was really, really funny? Good. Then see these episodes from season one, when it was on top form. **90**

CHEERS: SEASON ONE
Released 1st September **Cert** TBC **Price** £34.99
Cheers ran for eleven years, and now you can go right back to the beginning. It was a slow starter, but it was still great back then. **86**

CRADLE 2 THE GRAVE
Released 15th September **Cert** 15 **Price** £15.99
Take one martial artist. Add rapper. Mix. Blend hip hop soundtrack and... action! Cradle isn't among the best, but it's good, loud fun. **70**

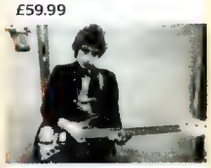
THE BEST OF THE TOM GREEN SHOW
Released 15th September **Cert** TBC **Price** £15.99
Tom Green: you'll find him funny if a) you laugh at Jackass or b) you're American. You won't find him funny if slapstick and snot gags aren't your thing. **55**

TSUI HARK'S VAMPIRE HUNTERS
Released UK NOW! **Cert** 15 **Price** £19.99
Hollywood has been hitting it big with vampires recently, but this is Hong Kong's take. Tsui Hark bring martial arts madness to the fanged beasts with flair. **77**

UNDERCOVER BROTHER
Released OUT NOW! **Cert** 12 **Price** £17.99
Shaft-style Blaxploitation flicks get their Austin Powers equivalent in this comedy of Eddie Griffen's secret agent fighting The Man. **69**

COMING SOON

THE WEST WING COMPLETE SEASON 2 BOX SET
20th October
£59.99



BOB DYLAN - DON'T LOOK BACK
25th October
£17.99

THE WORLD AT WAR BOX SET
1st October
£99.99

© Corbis

PSM2 GAMER'S LOUNGE

MAX. SMART/MIN. EFFORT

While it may be sweltering outside our attentions are already turning to the long (but deceptively sharp) ramp up to Christmas. *Tomb Raider* marks the start of a season that's going to deliver an avalanche of smash hits as the year draws to a close. We can only pray that the likes of *Freedom Fighters*, *Jak 2* and *PES3* (all huge office favourites) don't get crushed beneath the juggernauts that are *James Bond*, *Lord of the Rings* and *FIFA*.

Whichever does make it to the top, you can bet that you're going to have a hard time choosing. There's worse situations to be in though, eh? Bwah ha haaaa.

CHARTS FOR MONTH ENDING 21ST JULY

PS2 TOP 20

Two new entries come crashing in at one and two this month. We could have predicted *Tomb Raider* doing so well, but would you have bet money on *Eye Toy: Play* following close behind? And we're delighted by *Starsky & Hutch*'s placing too.

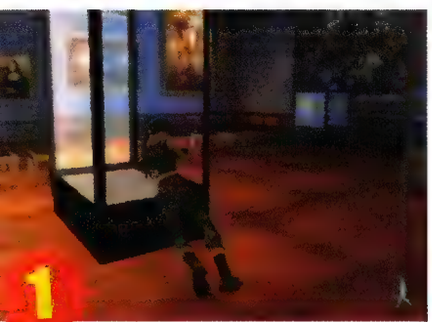
Position	GAME NAME	Publisher	Developer
1	Tomb Raider: TAOD	Eidos	Core Design
2	Eye Toy: Play	SCEE	SCEE
3	SOCOM: US Navy Seals	SCEE	Zipper Interactive
4	Enter The Matrix	Infogrames	Infogrames
5	Starsky & Hutch	Empire	Empire
6	The Hulk	Universal	Radical
7	James Bond 007: Nightfire	EA	EA
8	Grand Theft Auto: Vice City	Rockstar	Rockstar
9	Midnight Club 2	Rockstar	Rockstar
10	World Championship Snooker	Codemasters	Codemasters
11	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
12	Dynasty Warriors 4	Koei	Koei
13	F1 2003	SCEE	SCEE
14	Dancing Stage MegaMix	Konami	Konami
15	The Sims	EA	EA
16	Perfect Ace: Pro Tennis	Oxygen Int	Oxygen Int
17	Def Jam Vendetta	EA	EA
18	Virtua Tennis 2	Acclaim	Sega
19	Devil May Cry 2	Capcom	Capcom
20	Return to Castle Wolfenstein	Activision	Raster

JAPANESE TOP 5

1	Silent Hill 3	Konami	KCEJ
2	Initial D Special Stage	Sega	Sega
3	Pop 'n' Music 8	Konami	KCEJ
4	Hanjuku Eiyuu Vs 3D	Square / Enix	Enix
5	Let's Make The J-League Pro Soccer Club 3	Sega	Sega

US TOP 5

1	Enter The Matrix	Infogrames	Shiny
2	NBA Street Volume 2	EA	EA
3	Tom Clancy's Splinter Cell	Ubi Soft	Ubi Soft
4	Midnight Club 2	Rockstar	Rockstar
5	Grand Theft Auto: Vice City	Rockstar	Rockstar



1

TOMB RAIDER: TAOD

Naturally, the '*Raider* has gone in at number one, proving that people will forgive an unworkable control system and all-round under-performance if a game's got Lara Croft in it. There are waaay better games out there, y'know.

2

EYE TOY: PLAY

We love *Eye Toy* and it makes us swell with pride that so many of you are loving it too. What could have been a *Virtual Boy*-style farrago has turned into another off-the-wall Sony success.

5

STARSKY & HUTCH

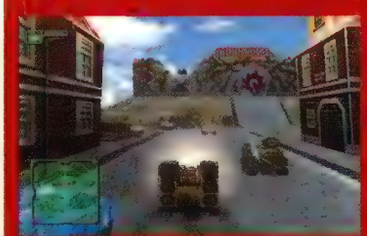
Big up to the Starsky. And the Hutchy. This chart position shows that today's PS2 gamer is in his mid-twenties and likes a laugh. Expect *Ulysses 31* and *Manimal* games to follow...

PSM2'S TOP 5IVE

What's been wowing us in the office PS2

1. SSX3

2. Conflict: Desert Storm 2



3. Seek & Destroy

4. Pro Evolution Soccer 2

5. Indiana Jones

SOUL CALIBUR II

The first UK review

METAL GEAR SOLID 3

Exclusive shots and info!

FREEDOM FIGHTERS

World first review!

PRO EVOLUTION SOCCER 3

Screens and details you won't find anywhere else!

KILLZONE

We've seen it and we've got the goods to prove it!

OPS2 IS NOT JUST ANOTHER GAMES MAG

WE'RE THE BIGGEST, THE BEST AND THE ONLY PS2 MAG THAT MATTERS

PLUS! 11 PLAYABLE DEMOS

The Great Escape, Return To Castle Wolfenstein, Die Hard: Vendetta, Splashdown 2: Rides Gone Wild, Alter Echo and more

WANT EVEN MORE? *The Great Escape* reviewed, *XIII* featured, *Tomb Raider* tipped, *Colin McRae 04* previewed, *Splinter Cell 2* news

IT NEVER STOPS! *Desert Storm II, Need For Speed, SSX 3, The Simpsons*

All this and so much more in this month's

PlayStation 2 OFFICIAL MAGAZINE-UK

ISSUE 37 ON SALE 8 AUGUST

NEW & IMPROVED

KEY

Game scoring 90% or more – A classic!

New additions this month

Best of genre

HOW IT WORKS...

It's a complete A-Z and we've even pulled out the best of every genre for quick comparison. We've even included some choice imports – titles that might appeal to gamers with shoddy machines, and as an indication of what's coming to your PS2 soon.

YOUR EASY GUIDE TO PSM2'S PAST REVIEWS - UPDATED EVERY ISSUE

ABSOLUTE PS2

Your one stop guide to every game PSM2 has ever reviewed. Absorb these words and never buy a rubbish game again.

2002 FIFA WORLD CUP 71%
Publisher> EA Issue> #22
Nearly great but too much focus on individual flair

4X4 EVOLUTION 2 36%
Publisher> Take 2 Interactive Issue> #31
A jerky, coasting monstrosity of a game.

7 BLADES 72%
Publisher> Konami Issue> #
An action-lead game that'll satisfy slash-em-up fiends.

18 WHEELER 36%
Publisher> Acclaim Issue> #19
Simplistic, one-dimensional and extremely dull racer.

ACE COMBAT 4: SHATTERED SKIES 80%
Publisher> Namco Issue> #
Superb in places with some genuinely thrilling moments.

ACTIVISION ANTHOLOGY 40%
Publisher> Activision Issue> #36
A miserable collection of games.

AGE OF EMPIRES 2 76%
Publisher> Konami Issue> #15
Overflowing with tactical subtlety

AGGRESSIVE INLINE 83%
Publisher> Acclaim Issue> #24
Very entertaining. Almost a contender to the *Hawk* crown.

AIRBLADE 77%
Publisher> Sony Issue> #
Not deep enough to offer limitless trick potential

ALEX FERGUSON'S PLAYER MANAGER 65%
Publisher> 3DO Issue> #
Thorough and insightful, but could get up your nose

ALL-STAR BASEBALL 2004 67%
Publisher> Acclaim Issue> #35
2004 could have just as much fun without your participation

ALONE IN THE DARK: THE NEW NIGHTMARE 66%
Publisher> Atari Issue> #
Dumps any originality for lumpen familiarity

APE ESCAPE 2 80%
Publisher> SCEE Issue> #30
Exactly like the original, only bigger and more attractive.

AQUA AQUA 71%
Publisher> SCEE Issue> #
A solid, if slightly small, puzzler.

ARCTIC THUNDER 58%
Publisher> Midway Issue> #
Extremely average arcade shoot-and-race effort.

ARMORED CORE 2: ANOTHER AGE 56%
Publisher> Metro Issue> #
Bigger does not mean better – there's just more flaws.

ARMY MEN AIR ATTACK: BLADE'S REVENGE 47%
Publisher> 3DO Issue> #11
Encouraging, but looks terrible and it's very linear

ARMY MEN R.T.S 56%
Publisher> 3DO Issue> #24
One-dimensional combat melts any long-term appeal.

THE TOP 5... ADVENTURE/RPG

Top Five

1. FINAL FANTASY 10

Publisher> SCEE

91

The biggest, most life-swallowing RPG of them all. Yes, it's all random battles and cutscenes, but it's great.

DARK CHRONICLE
Debatably better than *FF10* but edged out in pomp and presence. Sixty hours in, we're still loving it.
90

KINGDOM HEARTS
A cool Disney game (thanks to its makers Square). Big, funny, touching and not just for kids.
88

FINAL FANTASY 10-2
Brilliant (cash-in?) re-working of *FF10* but not strictly new enough, and ultimately not as good as the original.
83

DARK CLOUD
The game that came before *Chronicle* is now totally outclassed. Clever but odd 'make your own town' gameplay.
81

THE TOP 5... ACTION

Top Five

1. GTA: VICE CITY

Publisher> Rockstar

97

Vice City has flourished under all the expectations. The music, the styling, the freedom... Nothing beats it.

GRAND THEFT AUTO 3
GTA3's vast scope and tiny touches are some of the most impressive on PS2. So little time, so much trouble to cause.
92

METAL GEAR SOLID 2: SUBSTANCE
If you haven't got the original *MGS2*, get this. That score is a guide for those who've played the original to bits, see?
78

SPLINTER CELL
The ultimate boys-with-toys action adventure that makes the leap to PS2 seem effortless.
91

DEVIL MAY CRY
A brilliant ad for PS2, but it lacks the long-term appeal of an all-time classic. Out now on Platinum, so give it a go.
90

ARMY MEN: SARGE'S HEROES 2 40%
Publisher> 3DO Issue> #09
A lazy banged-together rehash of established concepts.

ATV OFFROAD FURY 70%
Publisher> Sony Issue> #09
A pity that SCEA didn't compromise on the realism.

ATV QUAD POWER RACING 2 68%
Publisher> Acclaim Issue> #33
A fine effort, but similar to many older racers.

AUTO MODELLISTA 80%
Publisher> Capcom Issue> #28
PS2's best arcade racer – but still doesn't beat *GT3*.

BALDUR'S GATE: DARK ALLIANCE 70%
Publisher> Virgin Interactive Issue> #17
Fast, good-looking and addictively fun to play.

BARBARIAN 66%
Publisher> Titus Issue> #25
Fun, but basic beat-em-up. No contest for *Tekken*.

BASS STRIKE 64%
Publisher> THQ Issue> #18
A bit ropey looking and retro but competent.

BATMAN VENGEANCE 48%
Publisher> Ubi Soft Issue> #17
Super-game turned super-villain thanks to daft level design.

BATTLE ENGINE AQUILA 78%
Publisher> Atari Issue> #31
Masterful looks, with skies full of fire.

BEN HUR: BLOOD OF BRAVES 42%
Publisher> Microids Issue> #34
Good idea, badly executed.

BIG MUTHA TRUCKERS 79%
Publisher> Empire Issue> #31
Tootin' tootin' redneck haulage fun.

BLADE 2 51%
Publisher> Activision Issue> #30
By-the-numbers hitting that doesn't capture the film.

BLOOD OMEN 2 79%
Publisher> Eidos Issue> #22
A horror romp with great atmosphere and visuals

BLOODRAYNE 67%
Publisher> Vivendi Universal Issue> #36
Stick with it, and you'll find a half-decent adventure

BLOODY ROAR 3 79%
Publisher> Virgin Interactive Issue> #11
No depth, but lots of explosions, acrobatics and fun.

BMX XXX 58%
Publisher> Acclaim Issue> #30
Good core gameplay lost in a treacle of humourless smut

BOUNCER, THE 66%
Publisher> SCEE Issue> #1
A passable evening's rented entertainment.

BRITNEY'S DANCE BEAT 58%
Publisher> THQ Issue> #24
Too hard for kids and too repetitive for the rest of us.

BURNOUT 88%
Publisher> Acclaim Issue> #15
An ideal foil to *GT3*'s smart-arsed sensibilities

BURNOUT 2: POINT OF IMPACT 91%
Publisher> Acclaim Issue> #28
Beautiful, emotional racing. Essential.

CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001 83%
Publisher> Capcom Issue> #1
Probably the best 2D fighter ever

C.A.R.T. FURY 65%
Publisher> Midway Issue> #12
The action is pacey, but the dodgy graphics let it down

CASPER: SPIRIT DIMENSIONS 48%
Publisher> TDK Mediactive Issue> #22
Non-threatening junior gaming with a shiny veneer. Dull.

CASTLEWEEN 45%
Publisher> Wanadoo Issue> #31
You won't hate it, but it's too terrifyingly ordinary to buy

CEL DAMAGE OVERDRIVE 50%
Publisher> Play It Issue> #36
Flat and messy, but hey, it's cheap.

CENTRE COURT: HARD HITTER 2 62%
Publisher> Midas Issue> #33
Underwhelming and flawed.

CHOPLIFTER: CRISIS SHIELD 85%
Publisher> Xicat Interactive Issue> #35
Ill-balanced, stressful, throwaway gaming

CIRCUS MAXIMUS: CHARIOT WARS 55%
Publisher> THQ Issue> #25
Gimmicky racer with paper-thin novelty value.

CITY CRISIS 62%
Publisher> Take 2 Issue> #16
The lack of variety extinguishes the long-term appeal.

CLOCK TOWER 3 59%
Publisher> Capcom Issue> #36
Some nice touches, but limited gameplay.

COLIN MCRAE RALLY 3 88%
Publisher> Codemasters Issue> #29
McRae's long-awaited PS2 debut is a triumph.

COMMANDOS 2: MEN OF COURAGE 79%
Publisher> Eidos Issue> #24
A gripping balance of action and strategy

ABSOLUTE PS2

"YOUR BEST FRIEND IN THE GAME-BUYING MINEFIELD"

EYE TOY: PLAY 82%
Publisher: SCEE Issue: #38
A fantastic combination of peripheral and game

F1 2002 84%
Publisher: EA Issue: #24
One of the most accessible simulators we've seen

FANTAVISION 85%
Publisher: SCEE Issue: #01
BEST PUZZLE TITLE It lacks variety, but it's fabulous fun

FELLOWSHIP OF THE RING, THE 70%
Publisher: Vivendi Universal Issue: #30
A half-decent attempt to do this epic tale justice.

FERRARI F355 CHALLENGE 67%
Publisher: SCEE Issue: #27
A stylish effort that's just too damn hard for its own good.

FIFA 2002 69%
Publisher: EA Issue: #16
Flawed play and patchy presentation

FIFA 2003 81%
Publisher: EA Issue: #29
A refreshing alternative, and a huge improvement

FINAL FANTASY 10 91%
Publisher: SCEE Issue: #03
BEST RPG The game that all the others want to be.

FINAL FANTASY 10-2 83%
Publisher: EA Issue: #36
Smart and good looking, but not as compelling as *FF10*.

FIREBLADE 68%
Publisher: Midway Issue: #24
Thrilling early on, but slack gameplay in stealth mode

CONFLICT: DESERT STORM 78%
Publisher: SCi Issue: #27
Bags of potential undermined by stupid errors.

CONFLICT ZONE 79%
Publisher: Ubi Soft Issue: #22
Cheap and pretty with legions of machines

CONTRA: SHATTERED SOLDIER 62%
Publisher: Konami Europe Issue: #33
It's a classic... but then so was *Warlords of Atlantis*

CRASH BANDICOOT: THE WRATH OF CORTEX 66%
Publisher: Vivendi Issue: #17
Next-gen reworking of Crashs 32-bit past glories

CRAZY TAXI 82%
Publisher: Acclaim Issue: #10
An incredibly addictive, albeit short, arcade hoot

CRICKET 2002 41%
Publisher: EA Issue: #16
A ham-fisted effort that's rotten to look at and to play

DAKAR 2 50%
Publisher: Acclaim Issue: #34
One for Clarkson-esque obsessives only.

DANCING STAGE MEGAMIX 85%
Publisher: Konami Europe Issue: #36
BEST SINGLE PLAYER Get a mat and bop till you drop

DARK ANGEL 45%
Publisher: Vivendi Universal Issue: #34
Repetitive, dull and frustrating.

DARK CHRONICLE 90%
Publisher: SCEE Issue: #1
Unadulterated class

DARK CLOUD 78%
Publisher: Sony Issue: #18
Manages to mould RPGs into something refreshing

DAVE MIRRA FREESTYLE BMX 2 76%
Publisher: Acclaim Issue: #14
Bugs aside, this still has some impressive moves on PS2

DEAD OR ALIVE 2 83%
Publisher: SCEE Issue: #05
Comic bosoms are no substitute for two-player scraps

DEAD TO RIGHTS 70%
Publisher: EA Issue: #38
Plenty of action, but no real flair

DEFENDER 76%
Publisher: Midway Issue: #31
Solid, frantic and ponderous

DEF JAM VENDETTA 75%
Publisher: EA Issue: #36
A very entertaining chunk of wrestling action

DEUS EX: THE CONSPIRACY 88%
Publisher: Eidos Issue: #22
Clever, pacey and plot-heavy. Most detailed FPS yet

DEVIL MAY CRY 90%
Publisher: Capcom Issue: #01
Blindingly gorgeous and cracking to play

DEVIL MAY CRY 2 72%
Publisher: Capcom Issue: #33
Not as cool or as polished as the first one

DIE HARD VENDETTA 54%
Publisher: Vivendi Issue: #38
Excruciatingly sub-par FPS action.

DINO STALKER 58%
Publisher: Capcom Issue: #26
Capcom's best lightgun game yet, but still too lumbering

DISNEY'S STITCH: EXPERIMENT 626 64%
Publisher: Disney Issue: #27
A capable and enjoyable platformer. If you're six

DNA: DARK NATIVE APOSTLE 31%
Publisher: Virgin Interactive Issue: #16
Makes you work extremely hard for very little gain

DONALD DUCK PK 64%
Publisher: Ubi Soft Issue: #30
Not quite the turkey we expected

DOWNFORCE 64%
Publisher: Titus Issue: #23
Adequate F1 racing, but a little too predictable

DRAGON BALL Z: BUDOKAI 60%
Publisher: Atari Issue: #30
Competent enough, but won't impress non-fans

DRAGON RAGE 43%
Publisher: 300 Issue: #23
Uninspiring, prosaic and lifeless

DRAKAN: THE ANCIENTS' GATES 75%
Publisher: Sony Issue: #20
Cracking adventure, but seen-it-all-before gameplay

DRIVEN 46%
Publisher: Bam! Entertainment Issue: #31
Dumb, vacuous, tired and shallow

DRIVING EMOTION TYPE-S 57%
Publisher: Squaresoft Issue: #01
Over-realistic handling makes it damn-near unplayable

DR MUTO 59%
Publisher: Midway Issue: #32
A valid attempt, but not a patch on *R&C*

DROME RACERS 50%
Publisher: EA Issue: #33
The Sunny Delight of futuristic racers

DROPSHIP 75%
Publisher: Sony Issue: #18
An explosive title with a frustrating difficulty level.

DYNASTY WARRIORS 2 78%
Publisher: Midas Issue: #04
Fast-paced action, with excellent game structure

DYNASTY WARRIORS 3: XTREME LEGENDS 69%
Publisher: Koei Issue: #34
Haphazard AI but great mass combat

DYNASTY WARRIORS 4 80%
Publisher: Koei Issue: #37
An absolute must for fans of strategy and beat-em-up alike

ECCO THE DOLPHIN: DEFENDER OF THE FUTURE 52%
Publisher: Sony Issue: #18
Illogical puzzles and missions – distinctly average stuff.

EGGO MANIA 40%
Publisher: Kemco Issue: #27
Pointless reshuffle of the old puzzle-game mainstays

EJAY CLUBWORLD 84%
Publisher: Empire Interactive Issue: #26
A solid, fuss-free choice for the amateur DJ

ENDGAME 49%
Publisher: Empire Issue: #25
Hackneyed lightgun game with no replay value

ENTER THE MATRIX 81%
Publisher: Atari Issue: #37
Flawed, but rewarding, action-heavy experience

EOE: EVE OF EXTINCTION 71%
Publisher: Eidos Issue: #22
Fun at times, but mainly boringly familiar

EPHEMERAL FANTASIA 60%
Publisher: Konami Issue: #12
Smells of entertainment rather than drudgery

ESCAPE FROM MONKEY ISLAND 82%
Publisher: Activision Issue: #12
Thoughtful, funny and addictively gentle

ESPN NBA 2NIGHT 59%
Publisher: Konami Issue: #07
Solid, but let down by unforgivable graphical glitches

ESPN NBA 2NIGHT 2002 72%
Publisher: Konami Issue: #24
Great graphics, but it still lags behind the NBA series

ESPN INTERNATIONAL TRACK & FIELD 63%
Publisher: Konami Issue: #02
A jolt of bemani can't save it from looking tired.

ESPN INTERNATIONAL WINTER SPORTS 55%
Publisher: Konami Issue: #20
Immaculate presentation but lacks any variety

ESPN NATIONAL HOCKEY NIGHT 68%
Publisher: Konami Issue: #09
Bang up-to-date. Marred by the character stats.

ESPN X GAMES SKATEBOARDING 58%
Publisher: Konami Issue: #15
A flawed compromise of reality and fantasy

ESPN WINTER X GAMES SNOWBOARDING 70%
Publisher: Konami Issue: #04
The unforgiving learning curve may put the curious off.

ESPN WINTER X GAMES SNOWBOARDING 2 69%
Publisher: Konami Issue: #20
The authenticity's admirable, but the Career mode isn't.

EVERBLUE 2 56%
Publisher: Capcom Eurosoft Issue: #34
Strangely compelling but not exactly exciting

EVIL DEAD: A FISTFUL OF BOOMSTICK 68%
Publisher: THQ Issue: #37
Retains some humour, but fails to be more than average.

EVOLUTION SKATEBOARDING 54%
Publisher: Konami Issue: #35
Another average game made marginally worse.

EVOLUTION SNOWBOARDING 43%
Publisher: Konami Issue: #35
A bad idea, poorly executed.

EXTERMINATION 78%
Publisher: Sony Issue: #09
Action, gunplay and panic, despite an unoriginal story

EXTREME-G 3 60%
Publisher: Acclaim Issue: #15
Close, but absolutely miles away at the same time

FORMULA ONE 2001 84%
Publisher: Sony Issue: #09
A rewarding challenge for anyone willing to rise to it

FORMULA ONE 2002 68%
Publisher: SCEE Issue: #29
The most complete package, let down by stupid errors.

F1 CAREER CHALLENGE 58%
Publisher: EA Issue: #37
It does nothing new and nothing old well. So why bother?

F1 RACING CHAMPIONSHIP 66%
Publisher: Ubi Soft Issue: #07
Fine – just don't expect too much of it.

FREAK OUT 79%
Publisher: Swing! AG Media Issue: #15
Nearly a classic – but repetitive with a short lifespan

FREEKSTYLE 59%
Publisher: EA Issue: #25
A pastiche of SSX without the originality or depth

FREQUENCY 83%
Publisher: SCEE Issue: #25
Fast and furious button-mashing

FUR FIGHTERS 86%
Publisher: Acclaim Issue: #10
BEST SHOOT 'EM UP Lots humour and extras.

FUTURAMA 75%
Publisher: EA Issue: #37
Nowhere near as bad as you'd expect – and far funnier

G1 JOCKEY 3 43%
Publisher: Koei UK Issue: #34
For horse loving number crunchers only.

GALERIANS: ASH 50%
Publisher: Big Ben Issue: #34
Little more than a prolonged, dull runabout.

GETAWAY, THE 78%
Publisher: SCEE Issue: #33
A fearsome achievement hampered by flawed controls.

GHOST RECON 65%
Publisher: Ubi Soft Issue: #30
Great tension, but slow and largely uneventful

EYE TOY: PLAY

THE TOP 5... EXTREME SPORTS

Top Five

1. TONY HAWKS PRO SKATER 4

Publisher: Activision

94

Despite not having the impact of *Pro Skater 3*, we suggest you get this updated version first...

TONY HAWK'S PRO SKATER 3 96
Out now on Platinum – which is why we're continuing to recommend it here. It's a divinely pitched challenge section.

SSX TRICKY 95
Edgy, funky, cool – outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of perfection.

AGGRESSIVE INLINE 83
Huge, entertaining and engrossing – a bit more shine could have made this a real contender to the *Hawk* crown.

AIRBLADE 77
Frustrating, but fun. More attention to the Story mode could have made this the *Driver* to *THPS*'s *Gran Turismo*.

THE TOP 5... BEAT-EM-UP

Top Five

1. SOUL CALIBUR 2

Publisher: Namco

92

Not out in the UK yet but widespread on moody disc, this is the ultimate fighter. Cool predictable excellence.

TEKKEN 4 90
Way more of everything than the stop-gap Tournament title. Characters, environments... it fulfills its contract to the letter.

VIRTUA FIGHTER EVOLUTION 87
Fixes issues and adds characters to the non *Evo* game. Remarkable for its Kumite 'train your fighter' mode.

ROCKY 84
Probably the best movie licence game ever. Fight all the characters from the movies in a brilliant boxing sim.

GUILTY GEAR X2 84
2D ultra-fighting at its most extreme and barmy. Looks shonky but plays like a charm, if strictly for the hardcore.

MORE REVIEWS OVER THE PAGE...

ABSOLUTE PS2

THE TOP 5... OOGBALL TITLES

1. DANCING STAGE MEGAMIX

Publisher: Konami Europe

85

OK, so small children and ladies love it, but don't be afraid to shake your ass to the ultimate PS2 party game.

FANTAVISION
A 'dawn of the PS2' game that combined simple, innovative select-and-click puzzle gameplay with acid firework graphics.
85

EYETOY: PLAY
An astounding piece of kit with games that will appeal to everyone from the hardcore gamer to the hardcore gamer's mum.
82

GITAROO MAN
The best rhythm action game, bar none. Dead simple, but dead good – it's guaranteed to raise a chortle.
79

SUPER BUST-A-MOVE
Older than the hills and totally unimproved in this PS2 version. Its still the best two-player puzzle game ever.
78

GIANTS: CITIZEN KABUTO 80%
Publisher Interplay Issue #7
Good level design and the noveity of playing as three sides.

GIFT 51%
Publisher Acclaim Issue #12
More 'playable' and less 'weird' would've helped

GITAROO MAN 79%
Publisher THQ Issue #22
Rhythm action the way it should be.

GRANDIA 2 45%
Publisher Ubi Soft Issue #25
Dated and dire. The combat system is utterly wasted

GRAND PRIX CHALLENGE 85%
Publisher Atari Issue #33
A playable and beautifully realised racer.

GRAND THEFT AUTO 3 92%
Publisher Take 2 Issue #13
Amoral. And the attention to detail keeps you hooked

GRAND THEFT AUTO: VICE CITY 97%
Publisher Rockstar Games Issue #27
BEST ACTION TITLE The best that videogaming can offer.

GRAN TURISMO 3 93%
Publisher Sony Issue #13
BEST RACING TITLE Astounds and challenges.

GRAN TURISMO CONCEPT 2002 TOKYO-GENEVA 79%
Publisher SCEE Issue #25
Dumbed down version of *GT3*: short but playable.

GRAVITY GAMES BIKE: STREET. VERT. DIRT.
Publisher Midway Issue #28
Too hard, too restrictive and not enough initiative.

G-SURFERS 49%
Publisher Midas Issue #16
Spend 40 quid on a Scalextric kit instead

GTC: AFRICA
Publisher Rage Issue #16
Lovely to look at, but uninspiring to play.

GUILTY GEAR X2
Publisher Big Ben Interactive Issue #35
Outrageously creative with perfectly well-balanced combat

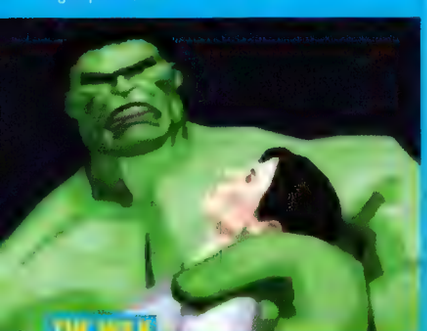
GUMBALL 3000 73%
Publisher SCEE Issue #25
Superfast road racing that's fun while it lasts.

GUNDAM: FEDERATION VS ZEON 39%
Publisher Atari Issue #29
Shallow, repetitive, tired and relentlessly tedious.

GUNFIGHTER 2: REVENGE OF JESSE JAMES
Publisher Ubi Soft Issue #35
Riddled with flaws and boring to boot.

GUNGRAVE 68%
Publisher Activision Issue #30
Big fun, but tiny, tiny gameplay

GUN GRIFFON BLAZE
Publisher Virgin Issue #06
Big respect from us.



HALF-LIFE
Publisher Vivendi Issue #
If you've not played it on PC it's a must

HARRY POTTER AND THE CHAMBER OF SECRETS 65%
Publisher EA Issue #3
A good-looking game that'll satisfy Potter fans

HAVEN: CALL OF THE KING
Publisher Midway Issue #29
Excellent ideas in need of some pruning

HEADHUNTER
Publisher Sony Issue #16
An action adventure of Hollywood proportions

HITMAN 2: SILENT ASSASSIN
Publisher Eidos Issue #28
A rock-solid, free-form adventure

HOTWHEELS VELOCITY X MAXIMUM JUSTICE 51%
Publisher THQ Issue #3
A pleasant enough way of spending a couple of hours.

HULK, THE 70%

JONNY MOSELEY MAD TRIX 38%
Publisher 3DO Issue #20
About as mad as a pair of brown brogues. Very dull

JUNGLE BOOK GROOVE PARTY 50%
Publisher Ubi Soft Issue #10
Tiny Disney fans will enjoy it, however briefly

JURASSIC PARK: OPERATION GENESIS 61%
Publisher Vivendi Issue #34
Classy but short-lived.

KENGO 60%
Publisher Ubi Soft Issue #09
This could've been something special, instead it's dull

KELLY SLATER'S PRO SURFER 75%
Publisher Activision Issue #28
Slickly produced, hard-working water-borne fun

KESSEN 74%
Publisher EA Issue #05
Takes Japanese strategy into the major league

KESSEN 2 66%
Publisher KOEI Issue #20
Looks epic but lacks depth. One for RTS fans

KINGDOM HEARTS 88%
Publisher SCEE Issue #29
Instantly accessible and beautifully realised

KING'S FIELD: THE ANCIENT CITY 54%
Publisher Metro3D Inc Issue #24
Moody and incompetent RPG – only for hardcore fans.

KLONOA 2 73%
Publisher Namco Issue #10
Visually beautiful with well-machined gameplay

KNOCKOUT KINGS 2001
Publisher EA Issue #03
Compromised by some nasty graphical glitches

KURI KURI MIX 78%
Publisher Empire Interactive Issue #10
Proves that puzzlers don't have to be about blocks

LAKEMASTERS EX 36%
Publisher Midas Games Issue #22

LOONY TUNES SPACE RACE 65%
Publisher Atari Issue #19
A simple game, but provides smooth thrills and giggles.

LORD OF THE RINGS: THE TWO TOWERS 76%
Publisher EA Issue #29
A bit simplistic and repetitive.

LOTUS CHALLENGE 60%
Publisher Virgin Interactive Issue #16
Cloying controls + poor racing = lacklustre experience.

MACE GRIFFIN: BOUNTY HUNTER 79%
Publisher Vivendi Universal Issue #38
Mace triumphs thanks to its sharp ideas and styles.

MADDEN 2003 88%
Publisher EA Issue #28
A lesson in how to make the definitive sports simulation.

MAD MAESTROS 70%
Publisher Eidos Issue #22
Entertaining, but not as inventive as *Gitaroo Man*

MARK OF KRI, THE 74%
Publisher SCEA Issue #33
A decent attempt at improving on the hack 'n' slasher.

MARVEL VS CAPCOM 2 84%
Publisher Capcom Issue #26
Brilliant fun with a frighteningly deep fighting system

MASTER RALLYE 55%
Publisher Microids Issue #26
Fun but flawed – it smacks of an early release

MAXIMO 84%
Publisher Konami Issue #20
Ace for hardcore gamers, but very tricky in places.

MAX PAYNE 82%
Publisher Take 2 Issue #19
Stylish, dark and violent but marred by ropey looks

MDK2 ARMAGEDDON 76%
Publisher Interplay Issue #05
Some inventive ideas let down by basic design flaws.

MEDAL OF HONOR: FRONTLINE 89%
Publisher EA Issue #25
A supremely atmospheric and absorbing experience.

MEN IN BLACK 2: ALIEN ESCAPE 42%
Publisher Atari Issue #26
A rough shoot-em-up that does nothing new

METAL GEAR SOLID 2 96%
Publisher Konami Issue
Worth every bit of the hype.

METAL GEAR SOLID 2: SUBSTANCE 78%
Publisher Konami Issue #33
Great for those who've not played *MGS1*

MICRO MACHINES 59%
Publisher Atari Issue #30
A game of its time – which was about seven years ago

MIDNIGHT CLUB 72%
Publisher Take 2 Issue #05
Some nice touches that are compromised by the graphics.

MIDNIGHT CLUB 2 80%
Publisher Rockstar Issue #37
Superb online play, but merciless solo player.

MIKE TYSON HEAVYWEIGHT BOXING 61%
Publisher Codemasters Issue #25
No match for *Knockout*

MINORITY REPORT 60%
Publisher Activision Issue #33
Clever effects, but it's all over in a few hours.

MONSTERS, INC. 41%
Publisher Sony Issue #28
Cunning use of cutscenes doesn't make a decent game.

MORTAL KOMBAT: DEADLY ALLIANCE 85%
Publisher Midway Issue #33
A big surprise and a big score.

MOTO GP2 71%
Publisher Namco Issue #19
Solid racing and a few extras, but no great shakes.

MOTO GP3 74%
Publisher SCEE Issue #35
Solid, good-looking racing, but lacks real depth.

MOTOR MAYHEM 63%
Publisher Atari Issue #15
Dumb knockabout fun – like a diet version of *Twisted Metal*

MR GOLF 56%
Publisher Midas Games Issue #34
Stranded between adult depth and childish glee.

MR MOSKEETO 52%
Publisher Eidos Issue #22
Odd, boring and average. More strange than fun.

MTV MUSIC GENERATOR 2 90%
Publisher Codemasters Issue #30
If there's music in your soul, this disc belongs in your PS2.

THE TOP 5... DRIVING

1. GRAN TURISMO 3

Publisher: Sony

93

The most compelling racing experience yet – a game you can truly sink your teeth into. Nothing can touch it. Yet.

BURNOUT 2: POINT OF IMPACT
Beautiful, emotional racing that you have to play to appreciate. A classic idea, superbly implemented.
91

BURNOUT
Offers the most gruelling arcade thrills this side of playing *Outrun* with a gun held up to your head.
88

COLIN MCRAE RALLY 3
As well as being staggeringly realistic, *CMR3* never forgets that it's just a game – a gripping and intense marvel.
88

NEED FOR SPEED
Car fetishism, adrenaline-scorched racing and a great cop chase mode in one handy package. Close to perfect.
88

Publisher Vivendi Issue #36
A greenish, goon-crumpling extravaganza.

ICO 85%
Publisher SCEA Issue #17
Strikes new ground for creative gaming. Less is more.

INDYCAR SERIES 49%
Publisher Codemasters Issue #37
Dull, ugly, frustrating and circular.

INTERNATIONAL CUE CLUB 56%
Publisher Midas Interactive Issue #26
No PS2 magic here, but at £15 a pop, who cares?

ISLAND EXTREME STUNTS 65%
Publisher SCEE Issue #35
Finally – a game that's both For Children and Pretty Good.

ISS3 78%
Publisher Konami Issue #34
A great little game of football.

JADE COCOON 2 70%
Publisher Ubi Soft Issue #22
Solid-enough critter-battling gameplay.

JAK & DAXTER 85%
Publisher Sony Issue #18
Massive, gently enthralling and fun

JAMES BOND 007 IN... AGENT UNDER FIRE 88%
Publisher EA Issue #
Every element thrown in so fast you can't help but enjoy it.

JAMES BOND 007 IN... NIGHTFIRE 78%
Publisher EA Issue #30
Agent Under Fire reheated.

JET SKI RIDERS 38%
Publisher Eidos Issue #16
About as half as good as *Splashdown* in every respect

Half the price of *Bass Strike*, and half the game as well

LEGAIA 2: DUEL SAGA 59%
Publisher Eidos Issue #28
Attempts to put a new spin on the RPG, but falls short.

LEGENDS OF WRESTLING 71%
Publisher Acclaim Issue #36
For veteran fans it's fantastic. A worthwhile effort.

LEGENDS OF WRESTLING 2 68%
Publisher Acclaim Issue #33
One for hardcore wrestling fans only.

LEGION: LEGEND OF EXCALIBUR 70%
Publisher Midway Issue #23
Satisfactory, if flawed – a good, solid fantasy, though.

LEGO RACERS 2 42%
Publisher Lego Software Issue #18
Simple racing for tots with some decent construction

LE MANS 24 HOURS 73%
Publisher Atari Issue #12
Can't compete with *GT3* in an already crowded field.

LETHAL SKIES 63%
Publisher THQ Issue #21
More Fokker than F-14 – this flawed flier fails to take off.

LE TOUR DE FRANCE 75%
Publisher Konami Issue #25
Engaging, but not to everyones taste.

LE TOUR DE FRANCE: CENTENARY EDITION 71%
Publisher Konami Issue #38
An enjoyable arcade-syle racer.

LMA MANAGER 2003 84%
Publisher Codemasters Issue #29
Fabulously well implemented and easy to grasp.

UT'S RED ROCK

MUMMY RETURNS, THE 46%
Publisher Vivendi Issue #17
Flawed controls and stilted gameplay. Not fun

MUSIC 3000 81%
Publisher Jester Interactive Issue #35
Leagues ahead of the competition, but mightily complex

MX 2002 78%
Publisher THQ Issue #
Not the fusion of racer and sim that it tries to be

MX RIDER 62%
Publisher Atari Issue #15
An ordinary addition to an ordinary racing genre.

MX SUPERFLY 72%
Publisher THQ Issue #21
Better than *Freekstyle* – but not the best

MYSTIC HEROES 67%
Publisher Koei UK Issue #34
Like *Dynasty Warriors* without the sharp edges

NBA 2K3 70%
Publisher Atari Issue #35
Intelligent and sophisticated b-ball sim

NBA LIVE 2001 72%
Publisher EA Issue #07
A mostly successful translation.

NBA LIVE 2003 82%
Publisher EA Issue #5
Not perfect, but going in the right direction.

NBA HOOPZ 70%
Publisher Midway Issue #07
As fun as the *NBA Jam* series ever was

NBA STREET 74%
Publisher EA Issue #1
A funky take on basketball that's hard-hitting instant fun

NBA STREET VOL.2 85%
Publisher EA Issue #55
Basketball – but without the rules!

NEED FOR SPEED 88%
Publisher EA Issue #28
Adrenaline-scorched racing

NEXT GENERATION TENNIS 61%
Publisher Wanadoo Issue #25
Not the greatest tennis game ever, and hard work.

NEXT GENERATION TENNIS 2003 55%
Publisher Wanadoo Issue #36
An adequate tennis game with plenty of play options

NFL 2K3 78%
Publisher Atari Issue #35
Accomplished, but perhaps a little difficult for casual gamers

NHL 2003 69%
Publisher EA Issue #26
No spark, not much fun

NHL HITZ 2003 80%
Publisher Midway Issue #28
A solid-hitting hockey game

NINJA ASSAULT 68%
Publisher SCEE Issue #27
Entertaining enough, but comes up short everywhere

NY RACE 40%
Publisher Wanadoo Issue #17
Manages to enrage and bore at the same time

ONI 62%
Publisher Take 2 Issue #07
Hi-tech combat lost in dull environments

ONIMUSHA 80%
Publisher Capcom Issue #07
Survival horror with the emphasis on carnage not tension

ONIMUSHA 2 89%
Publisher Capcom Issue #25
Great combat, beautiful effects and diverting puzzles

OPERATION WINBACK 68%
Publisher KOEI Issue #08
Compelling, but nowhere near *MGS2*

ORPHEN 56%
Publisher Activision Issue #04
A brash attempt to defy RPG with facile gameplay.

PAC-MAN WORLD 2 75%
Publisher SCEE Issue #35
Good platforming, but Pac's yesterdays man.

PARAPPA THE RAPPER 2 78%
Publisher Sony Issue #16
Sherbet flavoured antidote to everything bleak on PS2

PARIS-DAKAR RALLY 60%
Publisher Acclaim Issue #15
Intriguing racer with uninspired and tepid presentation.

PENNY RACERS 43%
Publisher Midas Issue #16
A bright and solid dinky racer. Cheap as well

PERFECT ACE PRO TENNIS 38%
Publisher Oxygen Interactive Issue #38
An average tennis game that's way too basic

PETER PAN: LEGEND OF NEVERLAND 50%
Publisher Sony Issue #20
A decent adventure for pre-school sprogs

POLICE 24/7 49%
Publisher Konami Issue #19
Only a pathetic 14 minutes long in Story mode.

POOL MASTER 45%
Publisher Take 2 Issue #05
Skimps in the areas it should be concentrating on

PORTAL RUNNER 55%
Publisher SCEE Issue #16
Masks solid platforming behind unbalanced level design

PREMIER MANAGER 80%
Publisher Zoo Digital Publishing Issue #31
A stress-free introduction to football management

PRIDE FC 75%
Publisher THQ Issue #34

RC SPORTS COPTER CHALLENGE 36%
Publisher Acclaim Interactive Issue #25
About as much fun as pulling your eyelashes out

READY 2 RUMBLE: ROUND 2 82%
Publisher Midway Issue #07
Boxing that looks good and makes you laugh

RED CARD 80%
Publisher Midway Issue #25
Arcade-paced action – not as good as *Pro Evolution*

RED FACTION 88%
Publisher THQ Issue #18
An entertaining action adventure that's not without flaws

RED FACTION 2 85%
Publisher THQ Issue #29
An enjoyably brainless, highly destructive romp

REIGN OF FIRE 71%
Publisher Bam! Entertainment Issue #30
A flight sim with scales

RESIDENT EVIL CODE: VERONICA X 80%
Publisher Capcom Issue #19
This revisit to zombie hell is familiar, but scary, stuff

RESIDENT EVIL: DEAD AIM 68%
Publisher Capcom Issue #35
An intuitive control system and bags of atmosphere

RESIDENT EVIL SURVIVOR 2 CODE: VERONICA 41%
Publisher Capcom Issue #20
Slow, tedious and about as chilling as a week-old kitten

RETURN TO CASTLE WOLFENSTEIN 80%

THE TOP 5... FIRST-PERSON GAMES

Top Five

1. TIMESPLITTERS 2
Publisher: Eidos

95

Stunning multiplayer action PLUS a massive, varied single-player mode too. Funny, clever and exciting.

HALF-LIFE 2
Go on then. Moan about it being an old PC game. Yeah, but it's like the best PC game ever made! Durrrr...
90

MEDAL OF HONOR: FRONTLINE
War can be hell. It can also be a brilliant FPS. Mid levels may plod, but early and late stages will astonish. Excellent.
89

JAMES BOND AGENT UNDER FIRE
Nightfire may be newer and 'better' but we prefer the original. Be Bond, in a masterful and massive FPS adventure.
88

RED FACTION 2
More shooting than its brilliant for the time original, but definitely more refined, if still a little grimy round the edges.
85

Slightly ponderous, but impressively strategic.

PRIMAL 77%
Publisher SCEE Issue #33
Afternoon-stealing fun

PRISONER OF WAR 73%
Publisher Codemasters Issue #24
Good idea and atmosphere, but slow moving.

PRO EVOLUTION SOCCER 2 94%
Publisher Konami Issue #29
LIKE FOOTY? GET THIS Konami retain the footy crown

PROJECT EDEN 86%
Publisher Eidos Issue #14
A rare combination of brains and guns – looks good, too

PRO RALLY 2002 68%
Publisher Ubi Soft Issue #22
Passable induction to rallying, but not as good as *WRC*

QUAKE 3 REVOLUTION 85%
Publisher Bullfrog Issue #06
Bridging the gap between *Unreal* and *TimeSplitters*

RALLY CHAMPIONSHIP 56%
Publisher SCi Issue #26
An average game with the occasional bad bit.

RALLY FUSION: RACE OF CHAMPIONS 68%
Publisher Activision Issue #29
One of the better B-list rally games

RATCHET & CLANK 91%
Publisher SCEE Issue #29
BEST PLATFORMER A labour of love on every crafted level.

RAYMAN 48%
Publisher Ubi Soft Issue #16
A blend of racer/platform/shooter, and a right mess, too

RAYMAN REVOLUTION 68%
Publisher Ubi Soft Issue #05
The characters are for kids, the gameplay's for adults.

RAYMAN 3: HOODLUM HAVOC 80%
Publisher Ubi Soft Issue #34
Addictive, frustrating but invariably fun.

RC REVENGE PRO 56%
Publisher Acclaim Issue #04
A diverting racer that doesn't take itself too seriously

OPERATION RESURRECTION
Publisher Activision Issue #35
A competent, sturdy shooter

REZ 66%
Publisher Sony Issue #8
Clever, but not half as innovative as it thinks it is

RIDGE RACER 5 72%
Publisher Namco Issue #01
Fast, undeniably attractive and always fun to play

RIDING SPIRITS 46%
Publisher Bam! Entertainment Issue #27
Fairly reasonable motorbike jaunt, but quite frustrating

RING OF RED 74%
Publisher Konami Issue #10
Lush battles and loads of strategy – a bit like chess

ROBOTECH: BATTLECRY 69%
Publisher TDK Mediactive Issue #30
Possibly the best-looking cartoon robot game out there

ROBOT WARLORDS 46%
Publisher Midas Interactive Issue #01
A derivative title that's very average

ROBOT WARS: ARENAS OF DESTRUCTION 63%
Publisher BBC Issue #16
Panic action that'll leave you grinning

ROCKY 84%
Publisher Rage Issue #29
Wins on points and nostalgia value.

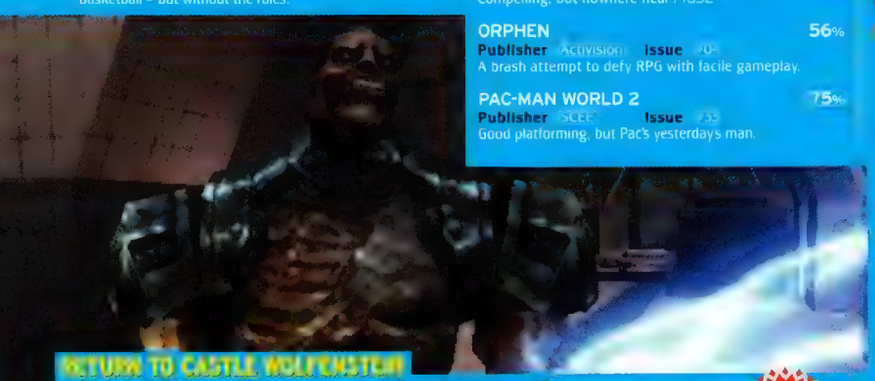
RTX RED ROCK 55%
Publisher LucasArts Issue #38
Another hum-drum climb-ladders, solve-puzzles effort

RUGBY 80%
Publisher EA Issue #10
A damn fine – if a little simple at times – game of rugby

RUMBLE RACING 76%
Publisher EA Issue #10
Arcade-style knockabout racing at its idiotic best

RUNE: VIKING WARLORD 56%
Publisher Take 2 Issue #15
Visually inept at times, but still enough fun to interest

RYGAR: THE LEGENDARY ADVENTURE 78%
Publisher Tecmo Issue #35
A polished and enjoyable tale of Roman rivalry.

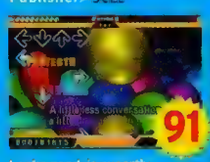


RETURN TO CASTLE WOLFENSTEIN

THE TOP 5... PLATFORMERS

Top Five

1. RATCHET & CLANK
Publisher: SCEE



91

Looks good, is expertly designed and has the most upgrades and options of any platformer, like, ever. It rules.

JAK & DAXTER
Out on Platinum and, despite a whiffing of 'PS2 does good platform adventure', it looks great and has some neat ideas.
85

MAXIMO
Platform game for people who are really good at games. Tough and good looking, with a 'respect due' heritage.
84

SLY RACOON
Thieving cel-shaded graphics and some neat level designs make the Racoon something slightly different. And good.
80

APE ESCAPE 2
Slightly blanded-out looks, but the innovation is in the bizarre ape-bagging gameplay and squillions of minigames.
80

MORE REVIEWS OVER THE PAGE

ABSOLUTE PS2

THE TOP 5... SHOOT-EM-UPS

1. FUR FIGHTERS
Publisher > Acclaim

Absolutely rammed with humour, stuff to do and plenty of extras. Why can't more games be like this? **86**

STAR WARS: STARFIGHTER — Atmospheric, exciting and full of explosions. *Starfighter's* everything a *Star Wars* game should be. **85**

STAR WARS: JEDI STARFIGHTER — An accomplished and attractive plot-driven shoot-em-up that's engaging, intuitive and bloody good fun to play. **80**

TWISTED METAL: BLACK — Fast, frenetic and a real puller. We like the way *Twisted Metal: Black*'s addictively sick carnage plays. **80**

TIME CRISIS 2 — A fantastic coin-op conversion that eclipses the original. Shooting things is as much fun as it ever was. **78**

SALT LAKE 2002 39%
Publisher [illegible] Issue [illegible]
None of the punch of an arcader or the substance of a sim.

SAMURAI 74%
Publisher [illegible] Issue [illegible]
An excellent idea, reasonably well done

SCOOBY-DOO: NIGHT OF 100 FRIGHTS 64%
Publisher [illegible] Issue [illegible]
Competently designed, by-the-numbers platforming.

SEGA BASS FISHING DUEL 55%
Publisher [illegible] Issue [illegible]
Shallow, dull and humourless.

SEGA SOCCER SLAM 36%
Publisher [illegible] Issue [illegible]
A lazy attempt at 'fun' footy.

SHADOW MAN: 2ECOND COMING 68%
Publisher [illegible] Issue [illegible]
Brave, enjoyable, but ultimately flawed.

SHADOW OF MEMORIES 80%
Publisher [illegible] Issue [illegible]
Play through it a few times to really appreciate it.

SHIFTERS 40%
Publisher [illegible] Issue [illegible]
Save your cash for [illegible]

SHINOBI 75%
Publisher [illegible] Issue [illegible]
A worthy challange for any gamer.

SHOX 61%
Publisher [illegible] Issue [illegible]
Fails to show off enough to make it a must-have.

SHREK SUPER PARTY 58%
Publisher > TDK Mediactive Issue > #33
Fine – with lots of friends and lots of alcohol.

SILENT HILL 2: THE DIRECTOR'S CUT 89%
Publisher > Konami Issue > #33
The definitive *SH2* package.

SILENT HILL 3 87%
Publisher [illegible] Issue [illegible]
Lacks tension until the amazing last few hours

SILENT SCOPE 2 67%
Publisher [illegible] Issue [illegible]
After an evening with this you'll have had your fill

SILENT SCOPE 3 54%
Publisher [illegible] Issue [illegible]
We completed this in four hours. Four ho[illegible]

SILPHEED 51%
Publisher [illegible] Issue [illegible]
Burns bright to the bitter, but quickly finished, end

SIMPSONS ROAD RAGE, THE 76%
Publisher [illegible] Issue [illegible]
Feels lightweight next to *Crazy Taxi*, but great design

SIMS, THE 85%
Publisher [illegible] Issue [illegible]
Genuine effort has been put into the conversion

SKY ODYSSEY 79%
Publisher [illegible] Issue [illegible]
Hugely addictive with a real sensation of flight. Chilled

SLAM TENNIS 77%
Publisher [illegible] Issue [illegible]
Smart arcade-style tennis sim – similar to *Virtua Tenn*[illegible]

SLY RACCOON 80%
Publisher [illegible] Issue [illegible]
Beautifully cel-shaded thief-em-up

SMASH COURT TENNIS: PRO TOURNAMENT 87%
Publisher [illegible] Issue [illegible]
Up there with the best sports titles on PS2

SMUGGLER'S RUN 75%
Publisher [illegible] Issue [illegible]
Not enough one-player depth to really engage

SMUGGLER'S RUN 2: HOSTILE TERRITORY 77%
Publisher > Take 2 Issue > #17
Too intense and samey

SOCOM: US NAVY SEALS 82%
Publisher > SCEA Issue > #30
Well worth a look, but you'll need broadband

SOLDIER OF FORTUNE: GOLD EDITION 64%
Publisher [illegible] Issue [illegible]
A PC port that's a fraction of the game it should be

SOS: THE FINAL ESCAPE 81%
Publisher [illegible] Issue [illegible]
A well-balanced, gripping and funny action adventure.

SOUL CALIBUR 2 97%
Publisher [illegible] Issue [illegible]
BEST BEAT-EM-UP The most intuitive beat-em-up on PS2

SOUL REAVER 2 78%
Publisher [illegible] Issue [illegible]
A total revamp – not fresh, but still tasty

SPEED KINGS 55%
Publisher [illegible] Issue [illegible]
Fast, but frustrating – not nearly fun enough

SPIDER-MAN: THE MOVIE 70%
Publisher [illegible] Issue [illegible]
Very hard in places, but still good fun

SPLASHDOWN 75%
Publisher [illegible] Issue [illegible]
High-adrenaline racing can't atone for the lack of innovation

SPLINTER CELL 91%
Publisher > Ubi Soft Issue > #34
The ultimate 'boys with toys' action adventure

SPY HUNTER 79%
Publisher [illegible] Issue [illegible]
A beautifully crafted thrill with an vast sense of style

SPYRO: ENTER THE DRAGONFLY 68%
Publisher > Universal Interactive Issue > #30
A breezy, traditional platformer

SSX TRICKY 95%
Publisher > EA Issue > #[illegible]
Very cool. Compulsive gameplay and riotous effects

STARSKY & HUTCH 77%
Publisher [illegible] Issue [illegible]
Top entertainment in the co-op mode

STAR TREK VOYAGER: ELITE FORCE 75%
Publisher [illegible] Issue [illegible]
Frayed around the edges, but it plays tightly enough

STAR WARS: BOUNTY HUNTER 62%
Publisher [illegible] Issue [illegible]
Without the Star Wars link, you'd barely look twice

STAR WARS: JEDI STARFIGHTER 80%
Publisher [illegible] Issue [illegible]
Accomplished, attractive, plot-driven and bloody good fun

STAR WARS: STARFIGHTER 85%
Publisher [illegible] Issue [illegible]
Atmospheric, exciting, and full of explosions

STAR WARS: SUPER BOMBAD RACING 45%
Publisher [illegible] Issue [illegible]
A flawed karter despite having a diddy Darth Maul

STAR WARS: THE CLONE WARS 69%
Publisher [illegible] Issue [illegible]
A shameless tie-in with a few passable moments

STATE OF EMERGENCY 75%
Publisher [illegible] Issue [illegible]
Entertaining violence that's just a bit too shallow

STREET FIGHTER EX3 79%
Publisher [illegible] Issue [illegible]
A worthwhile update of an elderly series.

STREET HOOPS 64%
Publisher [illegible] Issue [illegible]
Gameplay imbalance turns this into a B-ball also-ran

STUNT GP 38%
Publisher [illegible] Issue [illegible]
We can't be arsed to play this again and neither will you.

STUNTMAN 74%
Publisher [illegible] Issue [illegible]
Frustrating, but gripping gameplay

SUMMONER 70%
Publisher [illegible] Issue [illegible]
A game with massive aspirations

SUMMONER 2 73%
Publisher [illegible] Issue [illegible]
Usurps the original, but not much inspiration or invention.

SUM OF ALL FEARS, THE 57%
Publisher [illegible] Issue [illegible]
Repetitive, short and unimaginative.

SUPER BUST-A-MOVE 78%
Publisher [illegible] Issue [illegible]
Little more than a buffing up of the classic game

SPLINTER CELL

SUPERCAR STREET CHALLENGE 36%
Publisher [illegible] Issue [illegible]
Spend £50 on *Burnout* instead – this is a waste of time

SUPERMAN: SHADOW OF APOKOLIPS 48%
Publisher [illegible] Issue [illegible]
Great hero, very average game

SUPER TRUCKS 45%
Publisher [illegible] Issue [illegible]
Slow and bland – will only appeal to Super Truck fans.

SWING AWAY GOLF 70%
Publisher [illegible] Issue [illegible]
A round of golf with ludicrous cartoon characters.

SX SUPERSTAR 53%
Publisher [illegible] Issue [illegible]
Predictable, benign, non-event of a game

TAZ: WANTED 70%
Publisher [illegible] Issue [illegible]
Great fun for a quick platforming fix

THE TOP 5... FOOTY

1. PRO EVOLUTION SOCCER 2
Publisher > Konami

Despite it receiving a traction less than its predecessor, if you don't own *Pro Evo*, get this first... **94**

FIFA 2003 — Cast aside your preconceptions – *FIFA 2003* is finally a contender and makes for a refreshing alternative. **81**

RED CARD — More in-depth than the throat-kicking gimmick suggests. *Red Card* hovers on greatness – but can't quite last the full 90 minutes. **80**

ISS 3 — Altogether, it's a great little game of football – but in the arcade stakes the licence of FIFA ultimately crushes all resolve. **78**

THIS IS FOOTBALL 2003 — Plays a solid, dependable, workman-like game of footy, with a vast amount of competitions and leagues **74**

TD OVERDRIVE 64%
Publisher [illegible] Issue [illegible]
Fast and fun, but lacks innovation

TEKKEN 4 90%
Publisher > SCEE Issue > #[illegible]
PS2's premier fighter.

TEKKEN TAG TOURNAMENT 87%
Publisher [illegible] Issue [illegible]
The genre-defining master of violence

TENCHU: WRATH OF HEAVEN [illegible]%
Publisher [illegible] Issue [illegible]
Good, but lacks attention to detail

TERMINATOR: DAWN OF FATE 49%
Publisher [illegible] Issue [illegible]
Nicks all the best ideas from other games

TEST DRIVE: OFFROAD WIDE OPEN [illegible]%
Publisher [illegible] Issue [illegible]
No originality – it's more reliant on luck than skill

THEME PARK WORLD 58%
Publisher [illegible] Issue [illegible]
Capable of running itself without any help from you.

THING, THE 83%
Publisher [illegible] Issue [illegible]
A brilliant adaptation of a unique movie

THIS IS FOOTBALL 2003 74%
Publisher [illegible] Issue [illegible]
Reasonable footy game, but an excellent player-manager

THUNDERHAWK: OPERATION PHOENIX 70%
Publisher [illegible] Issue [illegible]
An explosive charge into occupied territory

TIGER WOODS PGA TOUR 2003 80%
Publisher [illegible] Issue [illegible]
EA and Tiger bring home another winner

STAR WARS: STARFIGHTER

TIMESPLITTERS 2

TIME CRISIS 2 78%
Publisher [illegible] Issue [illegible]
[illegible]

TIMESPLITTERS [illegible]%
Publisher [illegible] Issue [illegible]
Great multiplayer, challenges and Level Editor.

TIMESPLITTERS 2 93%
Publisher > Eidos Issue > #28
BEST FPS TITLE Zen-balanced gameplay.

TOCA RACE DRIVER 82%
Publisher > Codemasters Issue > #26
Stylish storytelling – but just not as good as *GT3*.

TOKYO XTREME RACER 38%
Publisher > Ubi Soft Issue > #13
No taunts, betting or revving up at the lights. Weak.

TOKYO ROAD RACE 45%
Publisher > Midas Issue > #36
A beige cardigan of a game.

TOMB RAIDER: [illegible] THE ANGEL OF DARKNESS 58%
Publisher > Eidos Issue > #38
A plodding, fiddly and average action adventure.

TONY HAWK'S PRO SKATER 3 9[illegible]%
Publisher > Activision Issue > #17
A brilliantly-realised challenge.

TONY HAWK'S PRO SKATER 4 94%
Publisher > Activision Issue > #30
[illegible] Free-roaming, tough and addictive.

TOP GEAR DARE DEVIL 62%
Publisher > Planet Issue > #04
Like an attractive 3D *Pac-Man*, only in small cars.

TOP GUN: COMBAT ZONE 67%
Publisher > Virgin Interactive Issue > #16
Limited, low-level mission structure.

TOTAL IMMERSION RACING 74%
Publisher > Empire Interactive Issue > #31
A well-executed, albeit less in-depth, *GT3* substitute.

TRANSWORLD SURF 72%
Publisher > Atari Issue > #26
An enjoyable first attempt at digital surfing.

THE TOP 5... SPORTS

Top Five

1. VIRTUA TENNIS 2
[illegible] Acclaim

88

A brilliant PS2 game rather than a brilliant basketball sim. By ditching the 'sim' guff, they've created a monster.

MADDEN 2003
American Football game. If you've at [illegible] interest in the sport, then this is for you.
97

NBA STREET VOLUME 2
If you like your basketball with a [illegible] Freestyle ads, then you'll love this. We've still got love for the street
85

TIGER WOODS PGA TOUR 2003
OK, so it's golf, but [illegible] good golf. Loads of courses and brilliant analogue swing mechanics. Stoating.
80

RUGBY
[illegible] says – a perfect recreation of [illegible] PS2. Looks good, plays well. A treat for fans of the art.
80

TREASURE PLANET 75%
Publisher > Sony Issue > #29
Not that polished, but not a decision you'd regret.

TUROK EVOLUTION 71%
Publisher > Acclaim Issue > #27
A conventional shooter that replicates rather than innovates.

TWISTED METAL: BLACK 80%
Publisher > Sony Issue > #13
Fast and frenetic – we like the way this sick carnage plays.

TY THE TASMANIAN TIGER 50%
Publisher > EA Issue > #29
Made with the most soulless corporate agenda in the world.

UEFA CHALLENGE 56%
Publisher > Atari Issue > #12
Stilted animation and odd ball movement. Shame.

UEFA CHAMPIONS LEAGUE 2001/02 48%
Publisher > Take Two Issue > #18
A competent footy game overwhelmed by irritating flaws.

UFC: THROWDOWN 75%
Publisher > Ubi Soft Issue > #27
A well-realised game offering something genuinely different.

UNREAL TOURNAMENT 82%
Publisher [illegible] Issue [illegible]
Excellent single-player mode. Fails badly in multiplayer.

USA RACER 37%
Publisher > Davilex Issue > #36
Driving at its most tepid.

VEXX 73%
Publisher > Acclaim Entertainment Issue > #34
Challenging, but bogged down with petty nuances.

VICTORIOUS BOXERS 80%
Publisher > Empire Interactive Issue > #14
This realistic boxer falls just short of greatness.

VIRTUA COP: ELITE EDITION 44%
Publisher > Acclaim Issue > #30
Looks as tired as it plays.

VIRTUA FIGHTER 4 EVOLUTION 87%
Publisher > Sega Issue > #36
A much engrossing and accomplished fighter.

VIRTUA TENNIS 2 88%
Publisher > Acclaim Issue > #30
The most complete tennis game around.

V-RALLY 3 81%
Publisher [illegible] Issue [illegible]
A solid satisfying racer.

WACKY RACES 63%
Publisher > Atari Issue > #11
Looks nice, but let down by some really annoying flaws.

WAKEBOARDING UNLEASHED: FEATURING SHAUN MURRAY 65%
Publisher > Activision Issue > #37
Akin to *Hawks* on water – but not as good.

WAR OF THE MONSTERS [illegible]%
Publisher [illegible] Issue [illegible]
[illegible]

WDL THUNDER TANKS [illegible]%
Publisher [illegible] Issue [illegible]
It's basic and linear, but get into it and it's surprisingly fun.

WEAKEST LINK, THE 60%
Publisher > Activision Issue > #16
Stinks of quality and does the job properly.

WHO WANTS TO BE A MILLIONAIRE 2 53%
Publisher > Eidos Issue > #17
If you're having a crap party then rent this.

WILD ARMS 3 7[illegible]%
Publisher [illegible] Issue [illegible]
Surprisingly non-plodding and punchy for a role player.

WILD WILD RACING 71%
Publisher [illegible] Issue [illegible]
[illegible]

WIPEOUT FUSION 73%
Publisher > Sony Issue > #19
Other killer apps on PS2 relegate this to a sh[illegible]

WOODY WOODPECKER: [illegible] ESCAPE FROM BUZZ BUZZARD'S PARK 4[illegible]%
Publisher [illegible] Issue [illegible]
Another squiffy cel-shaded platformer.

WORLD CHAMPIONSHIP SNOOKER 2003 7[illegible]%
Publisher > Codemasters Issue > #37
Bigger and better than the previous incarnations.

WORLD RALLY CHAMPIONSHIP 87%
Publisher > SCEE Issue > #17
Looks ace and handles brilliantly.

WORLD RALLY CHAMPIONSHIP 2 85%
Publisher > SCEE Issue > #29
One for true enthusiasts and no-one else.

WRECKLESS: THE YAKUZA MISSIONS 38%
Publisher > Activision Issue > #30
Brainless, loud and daft.

WTA TOUR TENNIS 36%
Publisher > Konami Issue > #23
Woefully inept attempt at tarting up dull tennis.

WWE CRUSH HOUR 49%
Publisher > THQ Issue > #37
Buckets of enthusiasm, but way too basic and shallow.

WWE SMACKDOWN! SHUT YOUR MOUTH 82%
Publisher > THQ Issue > #29
Astounding for fans, adequate for everyone else

WWF SMACKDOWN! JUST BRING IT 80%
Publisher > THQ Issue > #16
More a next-gen tweaking of *Know Your Role*

X-MEN: NEXT DIMENSION 67%
Publisher Activision Issue [illegible]
A heroic effort, let down by an uneven fighting system.

X-MEN: WOLVERINE'S REVENGE 75%
Publisher > Activision Issue > #36
Engrossing and addictive, but far inferior to *Splinter Cell*.

X SQUAD 59%
Publisher > EA Issue > #06
Average. Bland graphics and poor puzzles don't help.

ZONE OF THE ENDERS 84%
Publisher [illegible] Issue [illegible]
[illegible]

THE TOP 5... ALL TIME BEST

Top Five

1. GRAND THEFT AUTO: VICE CITY
Publisher > Rockstar

97

SSX TRICKY
[illegible] Edgy, funky, cool, outrageously compulsive gameplay and riotous effects slam *SSX* to the precipice of [illegible]
95

TIME SPLITTERS 2
One of the main devices for the removal of PSM2 spare time. And single-player mode is cool too.
95

PRO EVOLUTION SOCCER 2
The best football game we've ever played – and still do play at least once a day. It's no [illegible] perfect
94

TONY HAWK'S PRO SKATER 4
Better than *Tony 3* and pretty much at the peak of what can be done in a skateboarding game. Until [illegible]
94

PHEW, THAT'S IT...

Now you know all the games worth buying and all the lemons you should avoid. Don't buy a game until you've consulted PSM2 first. Reckon your PS2 knowledge is a bit lacking? Then cut out these pages or carry them with you. Always.

THE [illegible] PS2 GAMES EVER MADE

PSM2'S BROWN ZONE

FRANK HERBERT'S DUNE 22%
Issue > #20 Remedial AI plus ham-fisted [illegible]

LARGO WINCH: EMPIRE UNDER THREAT [illegible]%
Issue > #36 Smug, hateful character in a vile game.

HIDDEN INVASION 2[illegible]%
Issue > #30 Pendulum repetitive [illegible] action!

POWERPUFF GIRLS, THE 29%
Issue > #31 Only challenging for dro[illegible]

PRYZM: THE DARK UNICORN 15%
Issue > #30 We never want to play this [illegible]

SHADOW OF ZORRO 35%
Issue > #20 Too clumsy to [illegible]

WARRIORS OF MIGHT & MAGIC 24%
Issue > #09 The terrible level design is just [illegible]

AIR RANGER RESCUE HELICOPTER 24%
Issue > #29 Possibly the most maddening game ever.

GAUNTLET 32%
Issue > #10 Play [illegible] together

GRADIUS 3 & 4 29%
Issue > #02 Like [illegible]

SCORPION KING, THE: RISE OF THE AKKADIAN 23%
Issue > #29 Cack-handed combat.

BUTT UGLY MARTIANS: ZOOM OR DOOM! 34%
Issue > #30 Feced with this, we choose doom.

CRASHED 31%
Issue > #28 Fuck [illegible]

JET ION GP 07%
Issue > #23 Here [illegible] made.

KNIGHT RIDER 27%
Issue > #30 An ill-conceived [illegible]

LONDON RACER 2 23%
Issue > #30 Drive, drive [illegible] crap.

MARY-KATE AND ASHLEY: SWEET 16 LICENSED TO DRIVE 33%
Issue > #36 This game is utter misery.

RUNABOUT 3 22%
Issue > #30 The handling [illegible]

SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION 23%
Issue > #36 Monsieur Villeneuve needs better glasses.

THE FLINTSTONES: VIVA ROCK VEGAS 13%
Issue > #18 An insult to [illegible]

AIR RANGER: RESCUE HELICOPTER 26%
Issue > #36 Feeble, do-good helicopter sim.

DISNEY'S DINOSAUR 35%
Issue > #05 Crap game of crap film.

DONALD DUCK: QUACK ATTACK 29%
Issue > #06 Stunningly basic and enormously dull.

EVIL TWIN: CYPRIEN'S CHRONICLES 30%
Issue > #19 So French it hurts.

FROGGER 25%
Issue > #22 For easily impressed children only.

TETRIS WORLDS 32%
Issue > #23 Pointless fingertime of an old skool puzzler.

ETERNAL RING 35%
Issue > #02 An uninspired, sluggish RPG. Very poor.

ARMY MEN: GREEN ROGUE 18%
Issue > #11 We'd rather dance on broken glass.

IRON ACES 2 17%
Issue > #20 Confusing travesty that looks terrible.

POLAROID PETE 35%
Issue > #11 Taken bad game from ten years ago.

TWIN CALIBER 32%
Issue > #28 Blindly limbed stupid auto-pilot shooter.

WDL WAR JETZ 29%
Issue > #69 Love Hewitt-thin, inadequate gameplay.

ALPINE RACER 3 31%
Issue > #31 An utterly pointless release.

DAVID BECKHAM SOCCER 24%
Issue > #24 A tragic, barely playable football game.

GO GO GOLF 15%
Issue > #36 Try chasing trains, it's much more fun.

INTERNATIONAL LEAGUE SOCCER 07%
Issue > #12 The worst football game EVER.

SHAUN PALMER'S PRO SNOWBOARDER 35%
Issue > #18 Lacks the flair and playability of its rivals.

SIMPSONS SKATEBOARDING, THE 09%
Issue > #33 Worst. Game. Event. Nearly.

SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE 08%
Issue > #26 An absolute shocker.

TOP ANGLER 22%
Issue > #22 Plays like a dumb dog.

WHIRL TOUR 34%
Issue > #35 Scooters? Don't even go there.

MUSIC MAKER 23%
Issue > #10 Unintentionally hilarious.

PLAYSTATION 2 MAGAZINE
PSM2

PRO TIPS

TRAINING YOU IN THE DARK ART

プロヒント

MCCLAIN MAN: You'll need to be on your tippiest toes to pull off the sneakage.

YES, IT MUST BE ABOUT, OOH, TWO DAYS SINCE I LAST FINISHED A PS2 GAME...

DAN

Where will it end? End bosses are getting easier. And games are definitely getting shorter. It used to be that you had to meditate up a tree for at least five years in order to achieve the resolve necessary to finish your average shoot-em-up. And early action adventures required you to have the mind of Stephen Hawking and the dexterity of a jungle cat in order to get *anywhere*. Albeit a jungle cat that can hold a joypad of course.

These days games lead you by the schnoz like flies following lager. Red door, red lever, blue door, blue switch... We've taken to playing our games with the colour on our TV set to 'off' just to give us a bit of a challenge. We also make sure we don't take any notice of what shape emblem is engraved on keys when we pick them up. Yes, we're *that* hard.

We give end of level bosses five free shots before we fight back, and turn the joypad upside down in *Gran Turismo* just to give it a bit more *edge*...

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in *SSX*? Or have you got some advice you'd like to give to other readers? Then email us at PSM2@futurenet.co.uk or write to us at the usual address.

And, erm... we play *Soul Calibur 2* with the lights off. With the lights off! And the TV off come to think of it! And we still win. We *still win*! You won't catch us using cheats. Oh no. Never heard of them. Up, Down, Left, Right while holding R1? Nope. Never heard of it. And we know everything about videogames. *Everything*.

Who's Kazuya Mishima's Dad? Easy, Heihachi! Ask us another one. How many levels in *Vexx*? 18! Ha, there you go! How do you open the cheats menu in *The Sims*? Ha, you hold L1 + R1 + L2 + R2 at the main menu... Shiiiiiit...

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential title in detail, but keep you up-to-date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

>THE PICK OF WHAT'S NEW トクセンジョウホウ

HOT TIPS

It's the greatest collection of dodges since Mother Hubbard scammed her dog with the 'false-backed cupboard' trick...

DIE HARD VENDETTA

Proof that indiscriminate killing is not only fun, but the source of many a hilarious wisecrack – as long as you don't delve too deep and discover just how shallow this cash-in really is. Enter these button presses at the main menu and a message will confirm correct entry.

Invincibility:
Press L1, R1, L1, R1, L1, R1, L1, R1.

Flame on:
Press ○, △, □, ○, △, □.

Liquid metal textures:
Press □, △, ○, □, △, ○.

Big heads:
Press R1, R1, L1, R1.

Small heads:
Press L1, L1, R1, L1.

Pin heads:
Press □, ○, △, □, ○, △.

Exploding fists:
Press →, →, △, □, ○, →, →.

Hot fists:
Press ←, ←, ○, □, △, ←, ←.

Hero mode:
Press L1 + △ with a full Special meter

THE HULK

Have you seen those green Hulk fists for kids? They're absolutely brilliant! As if kids didn't smash enough things already. Ah well. This bunch of codes for big the big green lump should be entered from the console in the Options

TIP OF THE MORNIN'

VIRTUA FIGHTER 4 EVOLUTION

When television was invented, some reckoned it would never be as good as the radio. Similarly it was thought that we'd all be gadding about in zeppelins by 1976 and Happy Faces biscuits would never out-sell Garibaldis. And yet despite all this progress there's still a place for *Virtua Fighter* on the PS2. And those of you wishing to wallow in nostalgia may like to try the following cheats.

Buy *VF1* models for two fighters then enter Vs Mode and have both of them choose the *VF1* outfit (Punch + Kick). When the match starts, the life gauge and timer are from the original *VF*.

Alternatively during the demo right before the 'Presented by SEGA' logo appears, press and hold down ◎ and get ready for a nostalgic sing-along.

menu, and then activated from the Special Features menu.

GMMSKIN – Invincibility
FLSHWND – Regenerator
GRNCHTR – Unlimited Continues
HLTHDSE – Double Hulk HP
BRNGITN – Double Enemies' HP
MMMYHLP – Half Enemies' HP
NMBTHIH – Reset High Score
TRUBLVR – Level Select
ANGMNGT – Full Rage Meter
FSTOFRY – Wicked Punch
BRCESTN – Puzzles Solved

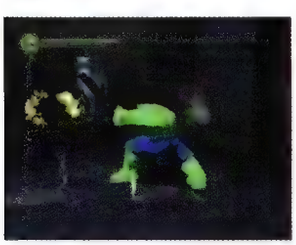
These next codes should be entered from an in-game Universal Console. The easiest one to find is in the Desperate Measures level, which is along the back wall of the room where you pull the crates away from the vent.

SANFRAN unlocks Movie Art: Hulk Transformed

PITBULL unlocks Movie Art: Hulk vs. Hulk Dogs

FIFTEEN unlocks Movie Art: Desert Battle

NANOMED unlocks Movie Art: Hulk Movie F/X



JANITOR unlocks the Grey

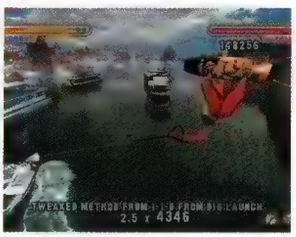
WAKEBOARDING UNLEASHED

Have you ever played Rottweiller Unleashed? You have to kick it in the plums then run really *really* quickly.

Clear all gaps
At the Main Menu press: R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2, R2.
The message 'Wakeboarding Royalty' will appear to confirm correct code entry. Boarders also ride wearing crowns.

Unlock second and third boards
At the Main Menu press: ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓.
The message 'You got all the boards... Or did you?' will appear to confirm correct code entry.

Unlock all levels
At the main menu press: ▣, ▣, ▣, ▣, ◎, ◎, ◎, ◎, △, △, △, ▣, ◎, △
The message 'Travel Visa Approved' will appear to confirm correct code entry.



DEAD TO RIGHTS

Here boy. Good boy. Come to papa. Siiiit. Good boy. Now go for the ball. The ball. Bite the ball. Ow. No... Noooo... Not there. Not there! Not that ball! Owwww. Aieeeee!

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, △, ↓.

10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ◎.

Boomstick Mode (Unlimited Shotgun Ammo)
→, ◎, ◎, ◎, ▣.

Chow Yun Jack Mode (Always start with double guns)
△, ◎, ↑, ↑, ↑.

Time To Play (All disarms)
▣, ▣, ◎, ◎, →

One Shot Kills
△, ◎, ◎, ◎, ←

Sharpshooter Mode (All Headshot Kills)
▣, ▣, ▣, ↓, →.

Bang Bang
◎, △, ▣, ◎, →.

Wussy Mode (Less accurate enemies)
▣, ←, △, ↑, ↓.

Precursor (Targeting off)
↑, ↑, ↓, ↓, ↑.

Hard Boiled Mode (More accurate enemies)
△, ▣, ←, ←, ◎.

Super Cop Mode (Harder difficulty)
▣, △, ←, ↑, →.

Woof! (Shadow has unlimited stamina)
◎, ▣, △, ◎, ↓.

Gimme Some Sugar, Baby (Unlimited adrenaline)
←, →, ←, ◎, ▣.

Bulletproof Mode (Unlimited armour)
↑, ↑, ↑, ▣, ↓.

Up Close And Personal Mode (Human shields have unlimited health)
▣, △, ◎, △, ▣.

Your Skills Are Extra-Ordinary (Melee attack damage increases)
◎, ◎, ↑, ↑, ▣.

Fight Club (Enemies are disarmed)
→, ▣, ←, ◎, △.

Jack Off (Invisible Jack)
△, △, ↑, ↑, △.

THE BAYEUX TIPESTRY #5

It has recently come to light that Bishop Odo, who commissioned the Tipestry back in 1077, may not have got what he wanted. He intended it to be a bedspread some 70cm wide but a misunderstanding with the as then unfamiliar metric system meant that the finished duvet cover was some 70 *metres* wide instead. No wonder it took them 34 years to make – by which time the Bishop had got one from Habitat. And quite how he ended up with a load of blokes on horseback rather than the mapped Tenchu guide he'd asked for is anyone's guess.

But evidence of the Bishop's requests do remain. Beneath the fallen bodies of Gryth and Leofwin is inscribed "To replenish your health simply press ▬ to pause then press ↑, ↓, →, ←, ◎, ◎, ◎." You just have to look *reeeally* closely.

NEXT MONTH The story of when William of Orange went out on the mead with Mark of Kri

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code first for these codes to work.

Tomb Raider: Angel Of Darkness (M)
ECB8BC44
1435F1F4

Infinite Health
1C850278
20553040
1C850284
B095E271
B62EE7D7
1C9A8000
0C5A93B6
1C86F368
0C53B011

One Hit Kills
1C9A8028
2055E767
1C9A802C
38355635
1C9A8034
0424E7A7
1C9A803C
B296E271
1C9A8044
0C5AE977
1C879A6C
0C53B0E5
Use Infinite Health with this code

Pause for Level Select/Skip
3CD8E5D8
1456E7A6

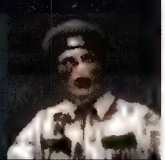
Max Money
4CD8E330
1456089C

Infinite Grip
1C8548D4
1456E7A5

Loadsa Blood
1C8BFF98
20552765

Infinite Ammo/Bypass Ammo Check
1C9A80F8
384EE79E
1C9A80FC

Super Ultra Quick Run
1C851570
2055F1A5
1C851574
D8D5DFA5



Resident Evil Dead Aim (M)
0E3C7DF2
1853E59E
EE8E89FA
BCB9088A

Bruce McGivern Codes
Infinite Health
DE91140A
BCA99B83

Infinite Medicinal Spray
DE911426
BCA99BE6

Have All Weapons
DE911416
BCA99B82

Infinite Handgun Ammo
DE9114D2
BCA99B92

Infinite Silenced Handgun Ammo
DE9114E6
BCA99B8B

Infinite Shotgun Ammo
DE9114DE
BCA99B8A

Infinite Semi-Auto Handgun
DE9114DA
BCA99B95

Infinite Magnum Ammo
DE9114E2
BCA99B8A

Infinite Grenade Launcher Ammo
DE9114EE
BCA99B89

Fong Ling Codes
Infinite Health
DE910B86
BCA99B83

Infinite Medicinal Spray
DE910B92
BCA99BE6

All Weapons
DE910B82
BCA99B82

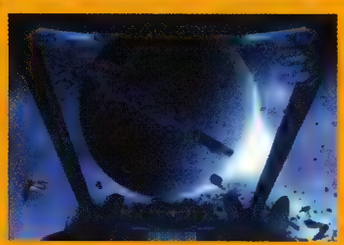
PRO TIPS

"TEST AN EXPERT"

TEST... DRILL SERGEANT PETERS

Let the soothing words of *Conflict: Desert Storm 2*'s drill instructor make your gaming worries just melt away... This month he tackles *Armored Core 3*, *Return to Castle Wolfenstein* and *Mace Griffin*.

HALT DISNEY: Don't let their Will Ferrel-like appearance fool you - paratroopers are tough



MACE OFF: Protecting people? That's for jessies, trust us. It's all about the lasers with Mr Griffin.

ARMORED CORE! *Your ass belongs to the Marine Corps now, Sugar! You make me want to puke! Now drop and give me 30.*

POINTS OF VIEW

Dear PSM2,

I was watching one of your DVDs and you featured some video of *Armored Core 3* but it was being played from a first-person view. I thought it looked really cool but now that I've got the game I can't figure out how you change the view to close-up. Is there a trick or is it just in that video?
William Norris, Chertsey

It is a trick (in that you can't select if from within the game) but it's actually a feature included to reward *Armoured Core* fans who own the previous game. We don't know if you do, but you could always borrow a save from someone else.

Insert a memory card with saved files from *Armored Core 2* or *Armored Core 2: Another Age*. Use this card with *Armored Core 3* and save your progress. Next, resume this save from the card and press START to pause the game. Now press L1, R2, ⊗, ▢ and use the D-pad to reveal the first person view, allowing you to look around at the point of pausing. Normal viewpoint returns when the game is unpaused.

What exactly is your major malfunction? Armored Core?

HEINRICH

Dear PSM2,

I'm playing *Return to Castle Wolfenstein* and frankly it's starting to piss me off. I'm at a boss called Heinrich and every time I try to beat him he totally smashes me up. How can I beat him?
Tom Jerome, Ludlow

Remember the intro sequence, where Heinrich claims to be invincible to any weapons forged by man? Well, that was a complete lie – you can even stab him, although it isn't a good idea. The most immediate threat to you is Marianna, who fires the same blinding skulls as Olaric did. Take out your Venom gun and start by shooting Marianna in the head until she explodes. She's really no tougher than a normal zombie. Heinrich always has three skeletons with him – they're slow enough to avoid easily, so don't bother destroying them, because he'll just summon up more. When he casts a spell to make you fly towards him simply sidestep left or right while in the air to land away from his blade. Sometimes he'll also make rocks fall from the columns above, but they don't hurt that much. Fire any remaining rockets you have at him and finish him off with the Venom gun. The Tesla gun doesn't seem to have any effect – you can tell when you're hurting him, because bits fall off his armour. Oh, and aim for the head.

You will give your rifle a girl's name, because this is the only action you're going to get! You're married to this piece. This weapon of iron and wood. And you will be faithful! Now drop and give me 40.

CORE IS HELL: *Armored Core 3*? Great. *Core 2*? Rubbish - but you'll still have to buy it for FPS mode.

REINHOLD

Dear PSM2,

I'm getting pasted in Level 5 of *Mace Griffin*. It's the bit at the end (at least I assume it's the end) where you've got to protect Reinhold. He just gets wasted every time I get there. Am I missing something?
Lee Knowles, via email

As soon as you're on board your ship you should blast at least two of the enemy ships closing in on you. You need to wipe them out quickly with very little margin for error. Keep with your laser cannons as they can take them out with one well-placed shot. Also swap your missiles to the homing variety so that you can lock-on. Your best bet is to try and keep Reinhold's ship really close by. Watch for any ships that fire at him and make them your main target. And watch for any stray enemies that fly across your gun sights.

Why you dirty, unorganized grabastic piece of amphibian shrek! Always remember this... Marines die. That's what we're here for. But The Marine Corps lives forever. And that means you live forever. Now drop and give me 50. No, wait ... 60.

BAFFLED?

SHARE YOUR SUFFERING WITH PSM2...

Next month, we'll have an entirely new tips guru at the helm – Scorpion, or Dr Spong from *Haven*, perhaps. Or possibly someone actually funny. Don't be shy, if you've got a gaming conundrum, send your query to... Test an Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW Or email it to PSM2@futurenet.co.uk.

BYTESIZE

SILENT HILL 3
For extra costumes, enter the following codes and begin a new game:
PutHere2FeelJoy
TOUCH_MY_HEART
GangsterGirl
LightToFuture
ShogyouMujou
BlueRobbieWin

MUSIC 3000
For a free song enter following key presses at the Main Menu: SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →. Alternatively try these codes for extra skins: ↙, SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →, ↓, ↓.

ENTER THE MATRIX
Choose 'Hacking' from the main menu and follow the commands until 'Cheats' is available in the Hackers menu. Now you can enter 1DDF2556 for infinite ammo. Or 0034AFFF for all weapons.

X2: WOLVERINE'S REVENGE
To unlock Level Select and challenges, press: △, ○, △, ▢, △, ○, ○, L1 + R1 at the main menu. Or unlock a cheats option with △, △, ○, ○, ▢, ▢, ○, ○, L1 + R1 + L2 + R2.

BIG MUTHA TRUCKERS
Enter any of these on the Options screen: VARLEY: Evil Truck. GINGERBEER: Fast Truck. LOTSAMONEY gives you $10 million, and PUBLIC TRANSPORT gives you unlimited time.

TOMB RAIDER
As ever, Lara's got a swan-dive for entering water, activated by pressing R2, forward and jump together. However, once you get the 'sprint' ability, she can also dive by walking up to water and pressing Action.

TIGER WOODS 2003
To get everything – yes, that's everything – just go to the Cheat Code screen and enter ALLTW3. Sort of obvious, you might think – guess the programmers must have been getting bored with this one.

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Ace Combat: D. Thunder
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Aggressive Inline
Airblade
All Star Baseball 2002
Alone in the Dark 4
Angel of Darkness
Ape Escape 2
Armoured Core 2
Armoured Core 3
Army Men RTS
Army Men: Air Attack 2
Army Men: S's Heroes 2
Atlantis 3: New World
Aliens v Predator: Ext
Baldur's Gate: Dark Alli
Battle Engine Aquila
Big Mutha Truckers
Black and Bruised
Blade 2
Blood Omen 2
BloodRayne
Bloody Roar 3
BMX XXX
Bond 007: Nightfire
Bounty Hunter: Star Wars
Burnout
Burnout 2 Point of Impact
C. Bandicoot: W.of Cortex
CAPCOM vs SNK 2
City Crisis
Clock Tower 3
Code Veronica X
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
Crazy Taxi
Cricket 2002
Crush Hour (WWE)
Dakar 2
Dark Alliance
Dark Angel (J.Cameron)
Dark Cloud
Dark Cloud 2
Dave Mirra BMX 2
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Desert Storm (Conflict)
Deus Ex
Devil May Cry
Devil May Cry 2
Dis Maid: Vendetta
Digimon World
Dragonball Z: Budokai
Drakan: Ancient Gates
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3 XL
Dynasty Warriors 4
Eden, Project
Eighteen Wheeler
End Game
Enter the Matrix
Escape Monkey Island
Eternal Ring
Eve of Extinction
Evil Dead: F. Boomstick
Extermination
Extreme G 3
F1 2002
F1 Champ. Season 2000
Fellowship Of The Ring
FIFA 2001
FIFA 2002
FIFA 2003
Fifa World Cup 2002
Final Fantasy 10
Fire Blade
Formula 1 2002
Four by Four Evolution
Freekstyle
Fur Fighters
Futurama
G1 Jockey
Galerians: Ash
Gauntlet: Dark Legacy
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Golf, Swing Away
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Evlo 3
Grandia Xtreme
Gravity Games
GTC Africa
Gumball 3000
Half Life
Harry Potter
Harry Potter C.of Secrets
Haven: Call of the King
Headhunter
Heroes of Might & Magic
Hitman 2: Silent Assassin
Hot Shots Golf 3
Hot Wheels: Velocity X
Hulk
I. Jones: Emperor's Tomb
In Cold Blood
Indycar Series
Int. Superstar Soccer 3
ISS Pro Evolution
J.Bond: Agent Under Fire
Jak & Daxter
James Bond: Nightfire
Jurassic Park Op Genesis
Kessen I & 2
Kingdom Hearts
Klonoa 2
Knockout Kings 2002
L. of Kain: Soul Reaver 2
Lara Croft: Ang. of Dark
Legaia: Duel Saga
Legends of Wrestling 2
LMA Manager 2002
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Mace Griffin: B. Hunter
Mark of Kri
Marvel vs Capcom 2
Mat Hoffman's Pro BMX 2
Matrix (Enter the)
Max Payne
Maximo
Medal of Honor Frontline
Men In Black 2 Alien Esc
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Minority Report
Monkey Island (Escape)
Monsters Inc
Mort.Kombat: Deadly All
Moto GP 2
Moto GP 3
Motor Mayhem
Mr Moskeeto
MTV Music Generator 2
Mummy Returns
Music 3000
MX 2002
MX Rider
MX Superfly
NBA Street
NBA Street Volume 2
Need for Speed H.Purs.2
Nightfire
No One Lives Forever
Oni
Onimusha 2
Onimusha: Warlords
007 Nightfire
Operation Winback
Premier Manager 2002
Primal
Prisoner of Wa
Pro Evolution Soccer 2
Pro Rally 2002
Project Eden
Project Zero
Raging Breath
Ratchet and Clank
Rayman 3
Rayman M
Ready 2 Rumble 2
Red Card Soccer 2003
Red Faction
Red Faction 2
Reign Of Fire
Res.Evil: C. Veronica X
Resident Evil: Dead Aim
Return to C. Wolfenstein
Ridge Racer 5
Riding Spirits
Ring of Red
Road Rage
Robot Wars
Rocky
Rygar: Legendary Adv
S Palmer's Snowboarder
Scooby Doo: 100 Frights
Scorpion King
Shadow Hearts
Shadow of Memories
Shadowman 2
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Sims
Sky Odyssey
Sly Racoon
Smackdown! 3: J. Bring It
Smackdown! 4: Shut Y.M.
Smash Court Tennis
Smugglers Run
SOCOM: US Navy Seals
Soldier of Fortune
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Speed Kings
Spiderman The Movie
Splinter Cell
SpongeBob S'Pants: RFD
Spy Hunter
Spyro: Ent.the Dragonfly
SSX - Snowboarding
Star Trek: Elite Force
Star Wars Jedi Starfighter
Star Wars: Bounty Hunter
Star Wars: Racer Revenge
Starsky & Hutch
State of Emergency
Street Hoops
Stuntman
Sum of All Fears
Summoner
Summoner 2
Sunny Garcia: Surfing
Supercar St. Challenge
Syberia
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Terminator: Dawn of Fate
The Fellowship Of Ring
The Getaway
The Hulk
The Matrix
The Mummy Returns
The Scorpion King
The Simpsons: Road Rage
The Sims
The Thing
The Two Towers
Theme Park World
This is Football 2002
This is Football 2003
Thunderhawk: Op
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Time Crisis 2
Time Splitters
Time Splitters 2
TOCA Race Driver
Tokyo Extreme Racer
Tom & Jerry: W.of Whisk
Tom Clancy: Ghost Recon
Tom Clancy: Sum of Fear
Tom Clancys Splinter Cell
T. Raider: Angel of Drk.
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Transworld Surf
Treasure Planet
Turok: Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
Ult F.Champ. Throwdown
US Navy Seals (SOCOM)
Vexx
Vice City, G.T.A
Virtua Fighter 4: Evol
Virtua Tennis 2
V-Rally 3
Wacky Races
War of the Monsters
Way of the Samurai
Wild Arms 3
Wipeout Fusion
Wolfenstein: Return to
Wolverine's Revenge
World Chmp. Snooker 03
World Rally Champ.2 Ext
WRC: World Rally Champ
WWE Crush Hour
WWE Smackdown! S.Y.M
WWF Smackdown! J.B.I
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Yu-Gi-Oh! Duel Monst. 2
Zapper
Zone of the Enders
007 Agent Under Fire
007 Nightfire
18 Wheeler
4x4 Evolution

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PSM2 "TRY NOT. DO, OR DO NOT. THERE IS NO TRY..."

PRO DOJO

Welcome to the NEW Dojo. Reckon you're the best at *Vice City*? Unbeatable at *Gran Turismo 3*? Well here's your chance to prove it and – ulp – become actually very famous indeed...

NEW LOOK!

PROVE YOUR MASTERY!

YES! We've rebuilt our Dojo, making it bigger, more in-depth and more inviting to every PSM2 reader. Got any of the games featured on the next six pages? Now YOU can compete with every other PSM2 reader in the world and – if you're any good – you'll soon be featuring in our charts (updated every month) and getting your performance on our DVD.

Simply follow the guide below and you're on the road to fame. PLUS! As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the new chart-toppers every month with a pack of games and goodies! PSM2

WIN STUFF! LOOK COOL

Roll up, roll up. Prove your skills and be famous forever. Pick your game, beat the score and video your efforts. Send it in and you too can join PSM2's gaming elite. Do it now.

HOW TO BECOME FAMOUS!

FIRST: Be really good at one of our challenge games. Have a look over the next six pages, read what the challenge is and decide if you can do better. If you can beat our fifth place offering then we want to know about it. Top the chart and you'll be famous forever!

SECONDLY: We need proof of your skill. Plug your PS2 into your video. Got the lead that came with your PS2? Use it to connect to your video's SCART socket or composite inputs (if you're using them). Switch to your TV's video channel then cycle through your video's inputs to see your PS2 lurking on one of them. Load up your game of choice and find the music option. Turn this to zero – we want your game sound but no dodgy music, OK? Start the video recording and play your replay or begin playing the game. Do your best and, when you're done, record the highscore table or results screen for 30 seconds or so, so that we can see your performance easily. Finally, wind your tape to the beginning of your award-winning effort and write your name, challenge and score on the label (or stick a piece of paper on it).

THIRDLY: We need a picture of you. You won't be a star player without one, and your appearance on the DVD will be shallow and worthless. Write your name on the back so we can match it with your video entry. You can also email your pic to psm2@futurenet.co.uk. Call your email 'Pro Dojo' and don't forget to include your name and your challenge details.

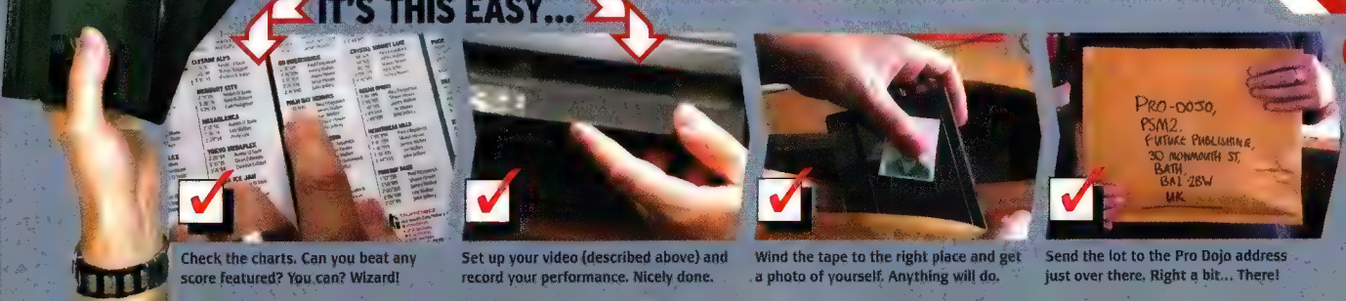
FINALLY: Fill in the form at the end of the section (we do accept photocopies – we can't bear to cut up our PSM2s either) and put all three things (your video, your photo and your entry form) in an envelope.Label her up 'Pro Dojo' and post the lot to us. Good luck.

PRO DOJO CHECKLIST:

- Photo
- Video
- Entry Form

BINGO!

IT'S THIS EASY...



Check the charts. Can you beat any score featured? You can? Wizard!

Set up your video (described above) and record your performance. Nicely done.

Wind the tape to the right place and get a photo of yourself. Anything will do.

Send the lot to the Pro Dojo address just over there. Right a bit... There!

YOU'RE A GAMING GOD!

Send your tapes to:
Pro-Dojo, PSM2,
Future Publishing,
30 Monmouth St,
BATH BA1 2BW,
UK.

NEW CHALLENGE!

challenge 1

MIDNIGHT CLUB 2

We've selected five tracks from the Los Angeles area of the game. Enter a circuit race in Arcade mode and try to beat any of the top five times shown below. We want to see a full run through on your tape, complete with that time clearly visible.

BEVERLEY HILLS THRASHER

4'16"38	Gavin Rogers
4'20"01	Daniel Rowse
4'28"84	Richard White
4'37"07	Stephen Duell
4'39"93	George Persson

ARRIVALS & DEPARTURES

4'58"04	Daniel Rowse
5'03"83	Matty Oxford
5'10"33	Jon Summers
5'11"69	Kip McCormick
5'11"70	Greg Stein NEW!

LA TURISMO

3'05"93	Mark Gammie
3'07"59	Jon Summers
3'12"37	Gavin Rogers
3'13"08	Richard White
3'13"78	Daniel Rowse

RIVER RAID

4'31"28	Alan Mitchell
4'38"66	Jon Summers
4'42"23	Gavin Rogers
4'43"05	Daniel Rowse
4'44"00	James Dyer

RUN OFF

4'40"83	Richard White
4'42"39	Daniel Rowse
4'47"70	Jon Summers
4'47"71	Keith Moran
4'48"02	Calum Gill

DUMPED! This month's *Midnight Club 2* loser is:
■ ARRIVALS & DEPARTURES: 5'11"71: Richard White
IT'S TIME FOR A NEW TAPE, LOSER

challenge 2

TEKKEN 4

Survival's the name of the game in our *Tekken 4* challenge. Pick your favourite combatant and see how long you can last. We need at least your final ten fights on tape as proof.

WINS	CHARACTER	
102	Heihachi	Simon Miljeteig
92	Heihachi	Simon Gordon
92	Lee	Lee Walker
80	Heihachi	Andrew Rollins NEW!
78	Heihachi	Grant Hayter

DUMPED! This month's *Tekken 4* loser is:
■ SURVIVAL MODE: 63 John Ross Slade
YOU JUST HAVEN'T GOT THE SKILLS, DUDE

Welcome to the home of heroes
Where PSM2's star players fight to the death!

PSM2 STAR PLAYERS

The readers to the right are PSM2's Star Players. All are present in at least one chart and each month we put them head-to-head across ALL of our charts and games and produce the definite performance chart. If you can top this beauty then you're the best PSM2 player in the world.

Check some of the credentials opposite. You'll see that if you're going to make it to the level of a Games God you're going to have to top more than one of our charts, and often show your skill across lots of different games.

Want to get involved? Best start sending us your tapes. Who knows? Next month you could be here...

THIS MONTH	LAST MONTH	STAR PLAYERS	TOTAL POINTS
1	NEW ENTRY!	**PAUL FITZPATRICK** — By absolutely creaming the charts for *Burnout 2*, *Colin McRae Rally 3* and even *GTA: Vice City* this guy proves that when it comes to racing games he da man. PSM2 Dojo Calculus: 144 + 4 + 64 =	212
2	NEW ENTRY!	**AUSTIN O TOOLE** — By excelling at *SSX Tricky* Austin has earned himself a piece of history. The man is unbeatable on a snowboard. PSM2 Dojo Calculus: 90 + 4 + 4 + 3 + 4 + 4 +=	109
3	NEW ENTRY!	**ALEX SANDISON** — Another *SSX Tricky* master whose focussed targeting of the top slots earns him a cool 54 points. PSM2 Dojo Calculus: 50 + 4 =	54
4	NEW ENTRY!	**JAMES WALKER** — *Burnout 2* is where James has found his vocation. He doesn't have a single top chart placing, however. PSM2 Dojo Calculus: 28 + 15 + 6 =	49
5	NEW ENTRY!	**SHAUN HEWER** — Another *Burnout 2* expert who, despite failing to be top at a single race, makes up for it with sheer commitment. PSM2 Dojo Calculus: 28 + 15 + 4 =	47
6	NEW ENTRY!	**CHRIS HILL** — Chris 'Nitrous' Hill is an all rounder. But right now he's showing his skill at *MGS2: Substance*. Nice work. PSM2 Dojo Calculus: 30 + 8 + 6 =	44
7	NEW ENTRY!	**AMANDA OFFORD** — Our first lady of the Dojo, Amanda is the queen of *Gran Turismo 3*, proving unbeatable in every race she tries. PSM2 Dojo Calculus: 10 + 10 + 10 + 10 =	40
8	NEW ENTRY!	**WILL MEREDITH** — New discovery Will earns his respect as a cold blooded killer in *Hitman 2*. He plays with frightening precision. PSM2 Dojo Calculus: 30 + 4 + 3 =	37
9	NEW ENTRY!	**LEE WALKER** — Second in the *B2* Walker stakes to James (are they brothers?), we think Lee is one to watch here. PSM2 Dojo Calculus: 10 + 15 + 8 + 2 =	35
10	NEW ENTRY!	**ADAM JUSTICE** — Another *MGS2: Substance* expert. We think with a little more speed Adam could build on this fine start. PSM2 Dojo Calculus: 10 + 10 + 4 =	24

SPECIALIST IN:
Burnout 2
Colin McRae Rally 3
GTA: Vice City

"WHEN I'M BEHIND THE WHEEL, YOU SHALL KNEEL AT MY POWER!"

HOW IT WORKS

Sure, you can enter one challenge and get your name in one chart, but why stop there? Why not send us a tape full of your efforts? As well as updating the challenge charts we total up player's performances across ALL of our charts to produce our monthly Star Players chart. Top place and new entries get their efforts on our DVD – PLUS a package of goodies. Top one of our challenge charts and you'll get ten BIG points. It's four for second place, three for third, two for fourth and a single point for fifth.

PLUS! We reward long service too. Stay on the chart for two months and you'll get your Yellow Belt, three months earns you a Green Belt and three months-plus makes you a true champion – earning you the coveted PSM2 Black Belt status!

POINT ACCUMULATION SYSTEM

1ST in any chart = 10 points
2ND in any chart = 4 points
3RD in any chart = 3 points
4TH in any chart = 2 points
5TH in any chart = 1 points

BELT SYSTEM

Stay in the top ten for two months = Yellow belt
Stay in the top ten for three months = Green belt
Stay in the top ten for four months = Black belt
Five months = Ninja!

PSM2 REWIND

Where we show off you're best bits every month

It's not just about being at the top of a chart or wowing your mates with a three month stint atop the Head 2 Head league. We at PSM2 watch EVERY SINGLE tape that's sent to us, and here's where we pick out the five runs that entertained us the most. Shock, surprise and amaze us and see your skills right here...

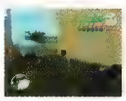
challenge 3

GRAND THEFT AUTO: VICE CITY

How could we take out one of our most popular challenges? Yes, our pair of *Vice City* charts are as popular as ever. Get practising and, if you can beat any of the times shown below, send in your tape of your complete run.

THE PCJ PLAYGROUND CHART

Activate the PCJ playground mission by hopping on to the bike that's leaning against the big grass-verged building near the Malibu Club (see pic below). Now, you've got two minutes to complete this 24-checkpoint course. You can complete the course in any order you like, and the fastest times make it into the league. NO CHEATS tho'. Send us your ENTIRE runs on VHS and get on our DVD.



FASTEST TIME	
00'51"00	Martin McLuckie NEW!
00'52"00	Paul Fitzpatrick
00'55"00	Simon Miljeteig
00'56"00	Steve Moran
00'57"00	Simon Douel

THE CROSS-TOWN TRAFFIC CHART

We want you to race from the Hyman Condo in the Downtown district all the way to the Lighthouse in Ocean Beach (check the pics). Drive right up to it, and hop off, or out of, the vehicle to finish. See the pics below for details. And don't forget, we want to see your *whole* run on tape. You can use any vehicle and any cheats – as long as you don't use aircraft or the flying cars cheat.

FASTEST TIME	
01'11"00	Simon Sherwood
01'12"00	Norman Morrison
01'31"00	Martin Burke
01'31"00	Marley Rudland
01'32"00	Simon Millard

dumped!
This month's *Vice City* loser is:
■ PCJ PLAYGROUND:
00'57"00: Lee Walker
TRY, TRY, TRY AGAIN!

THIS MONTH'S IDIOTS

Every month we're inundated with tapes for Pro Dojo. And every month we're amazed in equal measures by the skill and stupidity of some of our readers. Here's this month's round-up of notable failures:

Gerry Darcy of Nantwich who, despite claiming a record breaking *Tony Hawk's 4* score actually sent us a tape of last Thursday's Eastenders.

Thanks to **Ben Greigson** of Stoke, who took three hours to perform his chart-topping *Vice City* Cross-Town Traffic run only to have the tape run out half way through. You utter muppet.

DANGEROUS!

WILL MEREDITH
Will is the absolute Don at *Hitman 2*. He shows up in every one of the *Hitman* charts, and his 2'17" performance in Invitation to Party is perfect. Just play it cool and don't kill anyone unless you have to.

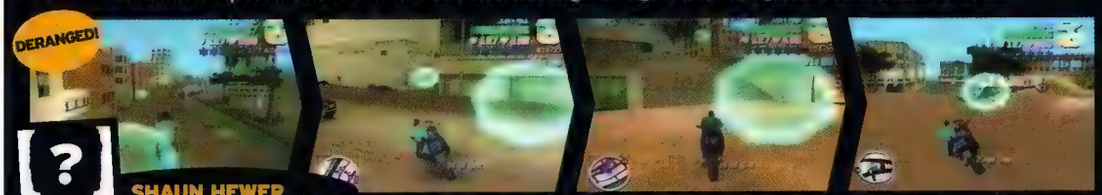
SPEEDY!

AMANDA OFFORD
Not only is she expert at *GT3* – appearing in all but one of the charts – but she's, well, a girl... Can we have some more ladies, please? If you can match this 0'48"196 lap time on Smokey Mountain we want to see it.

FRANKLY ILLEGAL!

ADAM JUSTICE
This 27480 score on FPS Level 3 of *Metal Gear Solid: Substance* could be faster but it's very cool. We especially like the way Adam shoots at the wall to attract a guard right into his sights... Blam. Dead. Brilliant.

DERANGED!



SHAUN HEWER
This – we reckon – is unbeatable. just 51" on the *Vice City* PCJ challenge. You're allowed two minutes for this, and when Shaun completes the run there's still 1'09" showing on the clock. Flawless performance.

BANANAS!

RICHARD HATHER
We thought we'd seen the last of *TimeSplitters 2*: Monkey Business entries (such is the quality currently) but in comes Richard with a 46.8 performance and a maze-scooting routine that goes like clockwork.

challenge 4

COLIN MCRAE RALLY 3

We've selected UK tracks for our Dojo challenge. If you can beat any of these times then we want your tape.

WARWICK

2'46"64	Paul Fitzpatrick
2'48"41	Norman Morrison
2'49"28	Michael Griffin
2'50"37	James Walker
2'50"49	Giles Kilpatrick

LITTLE CAWFORD

2'12"24	Paul Fitzpatrick
2'14"65	James Walker
2'16"76	Michael Griffin NEW!
2'17"29	Norman Morrison
2'17"80	Garry Bee

LLYN CLYWEDOG

2'14"44	Garry Bee
2'14"68	Paul Fitzpatrick
2'19"89	James Walker
2'21"06	Rik Ibbotson
2'22"21	Norman Morrison

STONETHORPE

1'12"96	Paul Fitzpatrick
1'13"00	James Walker
1'15"84	Norman Morrison
1'15"92	Garry Bee
1'16"20	Rik Ibbotson

STONE LEIGH

2'48"72	Paul Fitzpatrick
2'52"37	Norman Morrison
2'52"53	James Walker
2'53"20	Garry Bee
2'59"20	Daryl Hampshire

LLANGURIG

2'56"60	Paul Fitzpatrick
2'59"96	Michael Griffin
2'58"80	Garry Bee
3'00"25	James Walker
3'01"17	Norman Morrison

RHAYADER

2'48"48	Paul Fitzpatrick
2'48"60	Garry Bee
2'49"85	Norman Morrison
2'51"21	James Walker
2'53"72	Rik Ibbotson

dumped!
This month's *Colin McRae 3* loser is:
■ LITTLE CAWFORD:
1'18"90: Darryl Hampshire
YOU SUCK LIKE A DYSON

challenge 5

SSX TRICKY

Stat up your boarder however you like, then leap suicidally off any of the mountains below. We're looking for both top times and top scores, so mix up your tricks and go for it.

TOP SCORES

SNOWDREAM

1,813,890	Alex Sandison
1,701,450	Alex Greenall
1,557,780	Jonathan Minott

ELYSIUM ALPS

2,730,740	Austin O'Toole
2,629,495	Sam Payne
2,598,460	Harry Payne NEW!

MERQURY CITY

2,828,640	Alex Sandison
2,594,165	Austin O'Toole
2,265,770	Sam Payne

MESABLANCA

1,500,890	Alex Sandison
1,435,645	Austin O'Toole
1,059,970	Lee Walker

TOKYO MEGAPLEX

31,714,410	Lee Walker
2,409,945	Alex Sandison
2,198,630	Austin O'Toole

PIPEDREAM

2,531,230	Austin O'Toole
2,325,820	John Norman
2,312,200	Anthony Portch

GARIBALDI

2,133,850	Alex Sandison
1,983,820	Austin O'Toole
1,947,200	Chris Abnett

ALASKA

2,123,410	Alex Sandison
2,075,255	Amanda Offord
1,837,801	Jeff Bell

TOP TIMES

SNOWDREAM

1'47"93	Austin O'Toole
2'05"10	Frederick Astier
2'06"55	Alex Duffy

ELYSIUM ALPS

3'26"16	Austin O'Toole
3'28"38	Simon Baggott
3'30"14	Frederick Astier

MERQURY CITY

2'31"26	Austin O'Toole
3'28"76	Gareth Russell
3'29"43	Carl Musgrove

MESABLANCA

2'13"58	Austin O'Toole
2'16"74	Lee Walker
2'24"44	Andy Lyle NEW!

TOKYO MEGAPLEX

2'26"44	Austin O'Toole
3'15"13	Dean Edwards
3'21"68	Damian Lobbet

ALOHA ICE JAM

1'32"99	Austin O'Toole
1'37"64	Alex Duffy
1'40"75	Carl Musgrove

GARIBALDI

2'38"54	Austin O'Toole
2'39"54	Carl Musgrove
2'40"43	Gareth Russell

ALASKA

4'06"23	Andrew Stone
4'14"21	Austin O'Toole
4'23"56	Frederick Astier

DUMPED! This month's *SSX Tricky* losers are:
■ ELYSIUM ALPS: 2,591,760: Jeff Bell ■ MESABLANCE: 2'29"54 Andy Lyle
WE JUST DON'T LOVE YOU ANY MORE

challenge 6

BURNOUT 2

No, no, no! No reversals please! Other than that, please do feel free to give any of these tracks mentioned here a spin in whatever motor you fancy.

AIRPORT TERMINAL 3

0'33"760	Paul Fitzpatrick
0'33"780	James Walker
0'33"819	Lee Walker
0'33"959	Callum Murphy
0'33"979	James Woosley

AIRPORT TERMINAL 1&2

1'18"619	Paul Fitzpatrick
1'18"860	James Walker
1'18"899	Shaun Hewer
1'19"359	Lee Walker
1'19"719	Jamie Bryson

INTERSTATE LOOP

1'00"239	Paul Fitzpatrick
1'00"440	Shaun Hewer
1'00"579	James Walker
1'00"599	Daniel Hammond
1'00"633	Paul McKenzie NEW!

88 INTERCHANGE

2'16"619	Paul Fitzpatrick
2'16"859	James Walker
2'17"459	Shaun Hewer
2'21"479	Steve Moran
2'21"680	John Jeffery

PALM BAY HEIGHTS

1'03"840	Paul Fitzpatrick
1'03"979	James Walker
1'04"180	Lee Walker
1'04"559	Shaun Hewer
1'05"199	John Jeffery

PALM BAY MARINA

1'27"440	Paul Fitzpatrick
1'28"059	Shaun Hewer
1'28"059	James Walker
1'28"459	Daniel Hammond
1'28"519	Lee Walker

SUNRISE VALLEY DOWNTOWN

0'41"020	Paul Fitzpatrick
0'41"440	Shaun Hewer
0'41"460	Lee Walker
0'41"540	James Walker
0'42"520	Daniel Hammond

SUNRISE VALLEY SPRINGS

1'05"580	Paul Fitzpatrick
1'06"179	Shaun Hewer
1'06"840	Lee Walker
1'06"880	James Walker
1'07"019	John Jeffery

BIG SURF GROVE

1'05"720	Paul Fitzpatrick
1'05"839	James Walker
1'06"419	Lee Walker
1'06"780	Shaun Hewer
1'07"619	Jonathon Howling

BIG SURF SHORES

1'37"679	Paul Fitzpatrick
1'38"000	James Walker
1'38"699	Shaun Hewer
1'39"380	Steve Moran
1'39"500	Lee Walker

CRYSTAL SUMMIT PEAK

0'41"900	Lee Walker
0'42"020	Paul Fitzpatrick
0'42"199	Shaun Hewer
0'42"359	James Walker
0'44"400	Paul McKenzie NEW!

CRYSTAL SUMMIT LAKE

1'58"359	Paul Fitzpatrick
1'59"420	James Walker
2'00"780	Shaun Hewer
2'09"279	John Jeffery
2'10"619	Simon Brown

OCEAN SPRINT

1'46"199	Paul Fitzpatrick
1'46"419	Shaun Hewer
1'47"179	James Walker
1'49"059	Lee Walker
1'49"939	John Jeffery

HEARTBREAK HILLS

1'40"999	Paul Fitzpatrick
1'41"299	Shaun Hewer
1'41"599	James Walker
1'43"939	Lee Walker
1'44"359	John Jeffery

FREEWAY DASH

1'57"359	Paul Fitzpatrick
1'58"819	Shaun Hewer
2'00"259	James Walker
2'02"933	Paul McKenzie NEW!
2'06"439	Lee Walker

DUMPED!
This month's *Burnout 2* losers are:
■ INTERSTATE LOOP:
1 00"659. James Woosley
■ CRYSTAL SUMMIT PEAK:
0'44"819: Simon Douel
■ FREEWAY DASH:
2'07"119 John Jeffery
JUST NOT FAST ENOUGH

PRO-DOJO

"FLAWLESS PERFORMANCE"

challenge 7

JAMES BOND 007 IN... NIGHTFIRE

NEW CHALLENGE!

Here are those leagues for the first half. Remember, the harder the skill level, the higher the scores, and we want to see your best level in full...

NIGHTSHIFT

230,178	Richard Thorpe
229,038	Chris Reading
210,315	Sam Goodwyn
209,895	David Maddock
209,367	Jason Davey

CHAIN REACTION

235407	Richard Thorpe
230398	Peter Fullbrook
277854	David Maddock
268948	Nick Spicer
262653	Terry Smith

PHOENIX FIRE

133693	Peter Fullbrook
132736	Richard Thorpe
121837	Ian Carter
100763	Daniel Hunter
99726	Gaye London NEW!

DEEP DESCENT

195054	Craig Lee
194726	David Maddock
188373	Colin Ellery
187526	Andrew Kelly
163698	John Preston

ISLAND INFILTRATION

248936	Chris Reading
229647	George Thompson
227226	Peter Fullbrook
219738	Jeremy Ward
207637	Adam McCloud

EQUINOX

255363	Andrew Park
254928	Daniel Rawlins
250635	Chris Reading
249935	Gaye London NEW!
249425	Simon Reeves

DUMPED!
This month's *Nightfire* losers are:
■ PHOENIX FIRE:
99726: Nick Spicer
■ EQUINOX:
227839: Tony Marchent
PERHAPS YOU SHOULD ATTEMPT RE-ENTRY?

challenge 8

TIMESPLITTERS 2

Two new entries for this classic , but we'd like to see some more new names, please. Get practising...

GLASS SMASH
Bricking It

21.2	Steve Moran
21.4	Sam Middleton
21.4	Matthew Novak
22.0	Dave Peppiatt
22.2	Tim Cooper

INFILTRATION
Trouble At The Docks

17.0	Matthew Novak
17.2	Simon Miljeteig
18.1	Andrew Ireland
18.7	Simon Brett
19.1	Will Meredith

BANANA CHOMP
Monkey Business

44.9	Sam Middleton
44.9	Stephen O'Neill
46.7	Jack Fanning
468	Richard Hather NEW!
46.9	Ozric Hayter

BEHEAD THE UNDEAD
Fight Off The Living Dead

411100	Simon Miljeteig
278225	Jason Goodwright
216975	Daniel Cant
206350	Simon Douel NEW!
198750	Matthew Novak

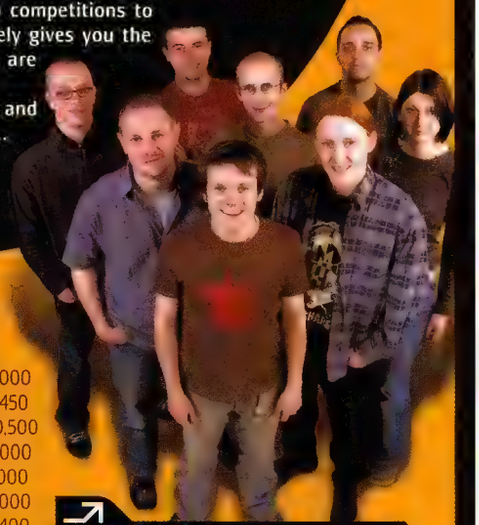
DUMPED! This month's *TimeSplitters 2* losers are:
■ BANANA CHOMP: 47.2. Will Meredith ■ FIGHT OFF THE LIVING: 178650 Christos Christou **YOU KNOW WHAT TO DO. SO DO IT**

COME AND 'AVE A GO...*

Fancy your chances, do you? Think you can take on the collective might of the PSM2 team and *win*? Well we'd like to see you try...

There are no prizes. There are no competitions to enter. Our 'Ave A Go column merely gives you the opportunity to know that you are better at *PES2* than Dan D.

Here's what we've been playing and here's how good we are. Beat this...



MOTLEY CRUE:
When they're not playing PS2 longer, harder and faster, they love forming human pyramids.

Dan G
EYE TOY

ROCKET RUMBLE	78,000
GHOST CATCHER	56,450
KUNG FOO	120,500
UFO JUGGLER	84,000
SLAP STREAM	77,000
BOXING CHUMP	45,000
BEAT FREAK	65,400
MIRROR TIME	50,400
BOOGIE DOWN	88,600
WISHY WASHY	85,600
KEEP UPS	32,000
PLATE SPINNER	72,700

Jonnie
WOLFENSTEIN

Using rockets is the last resort of a scoundrel – and to prove it, I can beat the Uber Soldat on Bring 'Em On with a simple Venom gun. Hah!

Dan D
PRO EVOLUTION SOCCER 2

Ten minute game, difficulty level five, Wales Vs Italy – and if you can take the valley boys to a 3-0 victory, you're a better man than me. But I'll still have my skateboarding. *Welsh* skateboarding. Ha!

Nick
FORMULA ONE 2003

The course? Adelaide. The time? 1'29"345. Your move, absolutely everybody else in the entire world. Yes, I rule.

Adrian
VICE CITY

A 70-metre stoppie with the Pizza Bike? You might think it's impossible – but that's because you aren't me.

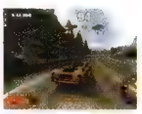
Milf
BURNOUT 2

Why race when you can simply destroy? $70,045,010 of damage says I'm better at Sprint Smash than you. Yes, *you*.

*IF YOU THINK YOU'RE HARD ENOUGH

TRICKS OF THE TRADE

Need some help? Here's our monthly round up of hints and tips that'll propel you to gaming greatness.



BURNOUT 2
By all means use any car for our challenges, but wise players will go for this yellow beauty every time. Once mastered this'll give you the optimum grip and speed combo and is the chosen motor for most of our charted drivers.

METAL GEAR SOLID 2: SUBSTANCE
Looking for a quick and cheesy way to get on our chart. Why not go for 3rd place in our Sneak LV.5 challenge. Surely you can beat Alastair Berger's 01'57"10?

challenge 9

GRAN TURISMO 3

Things are shifting, and there are some sterling scores to beat. Freeride Arcade times is what we're after, so grab yourselves a pad and get going, speed freaks.

SUPER SPEEDWAY

0'23"930	Robert Pettengell
0'24"088	David Bain
0'24"306	Vaughan Welsh
0'24"408	Mark Hodgson
0'24"908	James McQuade NEW

MIDFIELD RACEWAY

0'52"448	Amanda Offord
0'52"684	David Bain
0'53"002	Mike Webster
0'53"688	James McQuade
0'54"448	Norman Morrison

SMOKEY MOUNTAIN

0'48"196	Amanda Offord
0'48"290	Robert Pettengell
0'48"574	James McQuade
0'48"709	David Bain
0'49"192	Tommy Willumsen

TRIAL MOUNTAIN

0'59"553	Amanda Offord
1'00"408	James McQuade
1'02"895	Mike Webster
1'03"096	Robert Pettengell
1'03"816	Brian Dunne

SWISS ALPS

0'55"193	Amanda Offord
0'56"468	Tommy Willumsen
0'56"715	James McQuade
0'56"759	David Bain
0'56"784	Kim Saarinen

DUMPED!
This month's *GT3* loser is:
■ SUPER SPEEDWAY:
0'25"035: Amanda Offord
HASTA LA VISTA, BABY

challenge 10

METAL GEAR SOLID 2: SUBSTANCE

It's only been out for a couple of months so far, but we've already had a whole bundle of entries for the Snake VR missions from our keenest readers...

SNEAK LV.5

00'10"80	Chris Hill
00'11"90	Mike Hunt
01'57"10	Alastair Berger

ELIMINATE ALL LV.5

00'22"54	Chris Hill
00'59"05	Adam Justice
01'42"86	Julian Leggett

WEAPON: ASSAULT LV.5

53828	Lee Walker
43759	Chris Hill
32328	Adam Justice

WEAPON: NIKITA LV.5

00'31"95	Adam Justice
00'35'22	Mike Hunt
00'38"96	Chris Hill

FPS MODE LV.1

27480	Adam Justice
25125	Mike Hunt
21955	Chris Hill

FPS MODE LV.2

00'20"62	Chris Hill
02'53"68	Douglas Goldsmith
02'55"75	Sam Hall

FPS MODE LV.3

55944	Mike Hunt
28837	Chris Hill
27480	Stevie Took NEW

DUMPED!
This month's *Metal Gear Solid 2: Substance* loser is:
■ FPS MODE LV.3:
10012: Jonathan Stannard
CALL THAT STEALTHY? YOU BLOW CHUNKS!

challenge 11

TONY HAWK'S PRO SKATER 4

Come on folks, we don't want to see repetitive one-trick wonders here – keep it nice and varied with a good spread of stunts. Steer clear of the Career mode, make full use of the terrain – and send us the proof on VHS.

COLLEGE

20,185,878	Daniel Mosley NEW!
18,834,222	Jake Douglas
9,456,020	Carl McCally
5,543,190	William Green
3,223,123	Charlie Cook

SAN FRANCISCO

17,882,326	Dan Bedwood
15,221,002	Jamie Morgan
6,667,943	Bob Travis
4,784,113	Martin Brooker
3,198,987	Ralph Evans

ALCATRAZ

22,562,021	Steve O'Neil
20,854,203	Jamie Morgan
19,441,000	Michael Polson
13,888,345	Tim Crosby
10,675,101	Doug Gysler

KONA

17,776,092	Liam Collet
15,722,178	Richard Garret
7,212,888	Jamie Morgan
7,100,567	Rob Bickley
5,789,322	James McKenzie

SHIPYARD

30,098,654	Alex Richardson
29,689,100	Nigel Brand
25,654,289	Vince Pratt
10,333,190	Brian Moore
8,000,145	Daniel Mosley

LONDON

10,417,894	Daniel Mosley
9,817,004	Mark Stone
8,296,332	Ray Warrel
7,016,070	David Smith
6,603,609	Peter Cramp

ZOO

15,257,134	Ian Gillingham
14,226,239	Jensen Holzer
12,009,876	Morris Eade
12,000,006	Paul Jallif
8,789,333	Christian Scott

CHICAGO

15,603,342	Charles Windstaff
15,057,642	Steve O'Neil
12,876,174	Tony Harrison
7,631,597	Rodney Cox
6,647,324	Mathew Jones

CARNIVAL

16,445,408	Paul Dennis
14,486,987	Jonathan Griffiths
14,005,679	Rodney Cox
10,757,442	Martin Prince
8,164,597	Robert Brent

dumped! This month's *Tony Hawk's* losers is:
■ COLLEGE: 3,220,169: Douglas Wittering
YOU KNOW WHAT TO DO - SO DO IT

APPRENTICE NINJAS

They may not have made it on to our charts but this lot deserve a shout nonetheless.

Dennis Hodge
TimeSplitters 2
Bricking It
22.3

Peter Royquish
Gran Turismo 3
Trial Mountain
1'05"855

Paolo Conti
Colin McRae Rally 3
Llangurig
3'12"84

Manjit Kadiz
Tony Hawk's 4
Carnival
7,878,987

Bo Reardon
Midnight Club 2
LA Turismo
3'15"02

Steph Tooley
GTA. Vice City
PCJ Challenge
1'00"

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print alongside your pic and make sure you're as good as you think you are.

PRO-DOJO

"TOTAL STEALTH-MEISTERS ONLY"

challenge 12

HITMAN 2: SILENT ASSASSIN

Nothing less than Silent Assassin ranking will do to join this hallowed league. No alerts, no popping civilians. Total stealth-meisters only need apply.

ANATHEMA

2'45"	Will Meredith
3'06"	Gavin McIntyre
3'46"	Steve Moran
3'53	Liam Donworth
3'55"	Ibraheem Gedal

ST PETERSBURG STAKEOUT

4'47"	Steve Moran
4'49"	Will Meredith
5'06"	Matthew Carr
5'34"	Liam Coolidge NEW!
5'36"	Jamie Bryson

KIROV PARK MEETING

2'20"	Will Meredith
3'09"	Steve Moran
3'12	Liam Donworth
3'12"	Jack Franklin
3'42"	Darren Gabriel

INVITATION TO A PARTY

2'17"	Will Meredith
2'40"	Steve Moran
2'45"	Gavin McIntyre
2'46"	Matthew Carr
2'47	Liam Donworth

TRACKING HAYAMOTO

4'10"	Steve Moran
4'11"	Gavin McIntyre
5'43"	Will Meredith
5'49"	Matthew Carr
5'50"	Darren Gabriel

dumped!
This month's *Hitman 2* loser is:
■ ST PETERSBURG STAKEOUT:
5'39" Ricky McLaughlin
RICKY MCLAUGHLIN SLEEPS WITH THE FISHES

challenge 13

DEAD OR ALIVE 2

It's an okay but it's a goody. *DOA2*'s much more than just realistically jiggling lady bumps. Get stuck into our challenges to see if your skills are up to the task.

SURVIVAL MODE

100 Wins	Daniel Drysdale
59 Wins	Carl Robinson
49 Wins	Christopher Foy

TIME ATTACK MODE

1'12"84	Bryan Henriquez
1'13"30	Jamie Bryson
1'14"21	Kev Reese NEW!

dumped!
This month's *Dead or Alive 2* loser is:
■ TIME ATTACK MODE:
1'14"72- Jan M de Vlas
YOUR ASS IS WELL AND TRULY WHUPPED

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy.

PRO DOJO ENTRY FORM

PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. It's been ages since I've won free games and been really famous.

And I enclose... MY PHOTO ❑ (or I've emailed you one)

A VIDEO OF MY ACHIEVEMENT ❑ (wound to just the right place)

Check out my tape, it's got this on it:

Game / Challenge ..... Chart ..... Time / Score

My message to the gaming nation is:

"..."

Name .....
Age .....
Address .....

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

TOMB RAIDER: THE ANGEL OF DARKNESS

PART 1

CROFTY! Languishing in a pit of spikes? We'll help you finish Tomb Raider today! Here's our guide to completing the toughest bits in Tomb Raider, which is entitled "Completing The Toughest Bits In Tomb Raider". Ah...

AIM OF THE GAME

In *Tomb Raider: The Angel of Darkness* you must guide special agent Lara Croft, the son of a wealthy fluff millionaire, to victory on some of the most trecharous tiddly-winks pitches known to man! No... no, sorry. Someone's been messing about with our press releases again. Give me a minute... Ah yes... This is more like it. In *Tomb Raider: The Angel of Darkness* you've got to make the bird with the big norks shoot all the tigers. There. Will that do?

GRIM LEAPER

Most of *TR:TAOD* is pretty obvious (avoid falling off things, shoot anything that wants to bite or shoot you) but some bits can be real bitches. That's why we've isolated 'the top twelve bits people have got stuck on' and splashed them over the following five pages. With this guide you should get through *Tomb Raider* in a day. Mind you actually getting the clumsy bint to do what you want is a different matter...

WHAT WE SAID...

PSM2 ISSUE #02 Nov 2000

"*Tomb Raider* on PS2 will see a radical new direction for the series. You're not going to see the game until next November (2001) at least."

WHAT WE SAY NOW

Dissing *Tomb Raider* feels like calling your mum a whore, but this just isn't anywhere near as good as you were praying that it would be

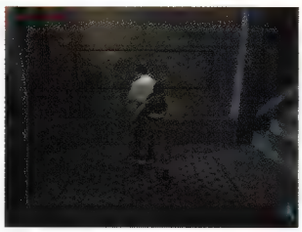
58

COMPLETING THE TOUGHEST BITS IN TOMB RAIDER

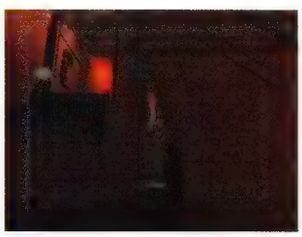
LOUVRE GALLERIES

MAKING IT PAST THE INFRARED BEAMS

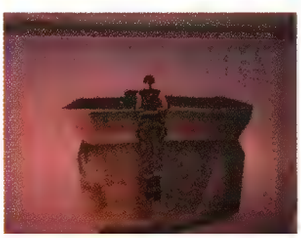
The first gallery room in the Louvre is very well secured, with infrared beams protecting the entire area. Here's how to make it past them without activating any of the alarms.



Climb on to the display cabinet in the centre of the floor and do a running jump and grab to the stone relic on the wall. From here, do a running jump over the infrared beam to the next cabinet along the same side of the gallery. Hop over to the middle cabinet in this area, wait for the infrared beams to descend and do a running jump to the low cabinet between the pillars. Now stand at the far edge of the cabinet and, when the top two infrared beams switch off, do a standing jump to the next high cabinet. Get down and hang from the right-hand side of the cabinet and shimmy along to the end. Let go when you've cleared the infrared beams. In the next area, climb on to the cabinet on the right and do a running jump through the gap between the wall and the infrared beams.



GALLERY SINGLETON: It looks complicated (and it is) but there's a clear path through.



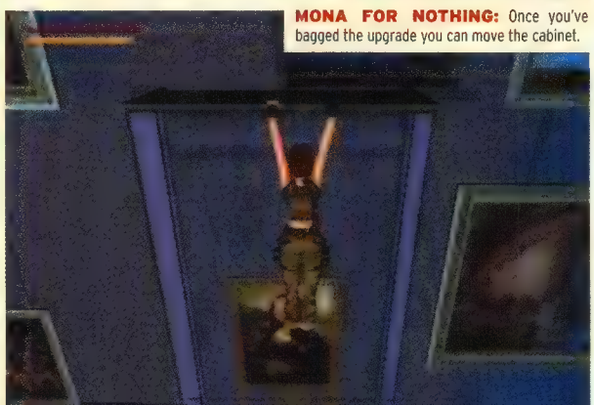
LABOUR OF LOUVRE: Go into stealth mode and approach the dopey guards from behind.

LOUVRE GALLERIES

ACCESSING THE VENT ABOVE THE MONA LISA

At first there seems to be no way beyond the room displaying the famous Mona Lisa painting, but look a bit harder and you'll notice an open vent above the Mona Lisa itself. Here's how to reach it.

When you enter the room, go into Stealth mode, sneak up behind the guard and take him out when he stops at the far end. To the left of the painting on the far wall is an empty display cabinet – pull it out from the corner. This action upgrades Lara's lower body strength. Now push the large cabinet in the centre of the room towards the Mona Lisa, right up to the viewing seats. Go back to the corner that you pulled the empty display cabinet from and activate the switch. This turns off the infrared beams around the Mona Lisa, but only temporarily, so you've got to complete the next section quickly. Run back to the large cabinet and climb on to it. Do a running jump and grab hold of the ledge above the Mona Lisa, then climb up and crawl through the hole. Follow the duct around and crawl through the hole with the missing grille. Climb the ladder and kick open the grille at the top.



MONA FOR NOTHING: Once you've bagged the upgrade you can move the cabinet.

THE ARCHAEOLOGICAL DIG

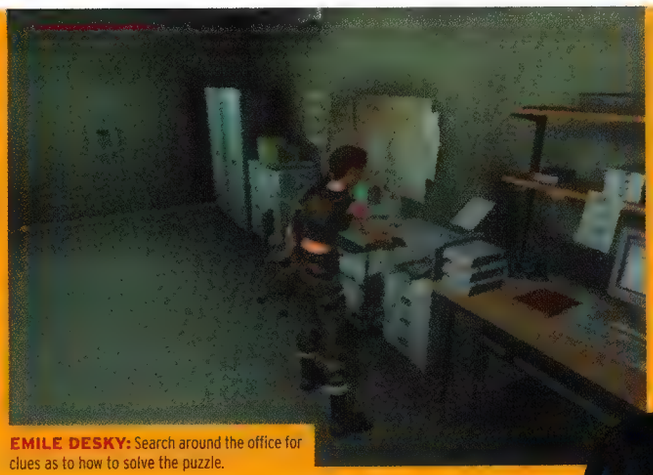
COMPLETING THE SYMBOL PUZZLE

As puzzles go, this one is pretty tough. However, once you know where to locate the symbols, and which order to put them in, it's a whole lot easier. Here's what you've got to do.

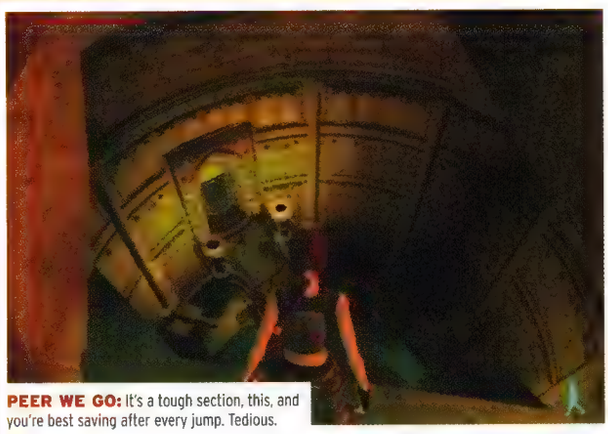
Operate the switch on the wall in the first Portakabin to turn the X-ray machine power on. Go to the X-ray area (between the two Portakabins) and operate the lever on the table. When it switches to the X-ray screen, ignore the interesting-looking archaeological bits and push the left analogue stick forward until the X-ray machine stops moving, then push the analogue stick to the left. If you've done it correctly, the X-ray should pick up a symbol in the ground. This is the First Ancient Symbol Tracing and is automatically added to your item list. Now enter the second Portakabin and take the Second Ancient Symbol Tracing from the printer. You already have the other two symbols you need (oh yes, you do), so make your way to the spinning dials.

THE PUZZLE

To complete the puzzle you must insert the correct four symbols into the horizontal bar. Whenever a symbol is moved into the correct place, you need to lock it into position by operating the corresponding lever in the row of levers located to the side of the main puzzle. You can find the first and last symbols in the sequence by looking in the back of Von Croy's Notebook (see, you did have the symbols). The symbol pictured on the First Ancient Symbol Tracing is – confusingly – the second symbol in the sequence, and the Second Ancient Symbol Tracing is actually the third one in the sequence. Alternatively, you can simply pull the dial lever three times, four times, seven times and six times to put all four of the symbols in the correct order (don't forget to lock each one in place, of course).



EMILE DESKY: Search around the office for clues as to how to solve the puzzle.



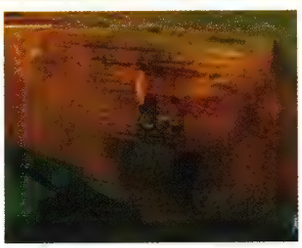
PEER WE GO: It's a tough section, this, and you're best saving after every jump. Tedious.

TOMB OF ANCIENTS

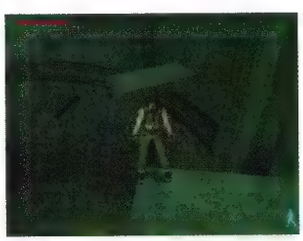
REACHING THE CHAMBER FLOOR

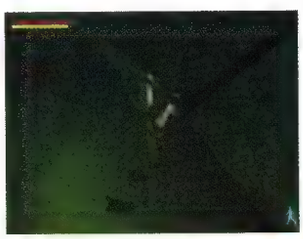
The first part of this level has some ridiculously difficult jumping sections that prove far more baffling than any puzzle the game has to offer. While we know our method is the correct way down, we still recommend that you save your progress after every jump!

Follow the passage and hang from the ledge at the end. Drop down to the wooden beam and jump off. Walk to the opening that leads into the vast circular chamber and hang from the edge. Climb down the rock face to the small ledge below (look out for the annoying bat). You now need to jump over to the wooden beam nearby. Rather than attempt to jump from the main part of the platform, stand on the narrow section that's closer to the beam. From here, do a standing jump and grab and pull yourself up to the beam. Do a standing jump over to the entrance behind the beam.



Follow the tunnel and drop down the series of ledges. Go through to the broken bridge and hop over the left-hand side, right in the corner at the bottom of the steps. If you hopped over in the correct position, Lara will land, without losing any health, on a narrow ledge. Drop to the wider rock ledge below. Hang over the side and climb down the rock face to the small alcove. Climb on to the side of the alcove, move round the front of the rock face to the other side and drop down to the ledge below. On the ledge is a section that slopes upwards slightly – do a running jump towards this and jump just before you reach the start of the slope. Grab the wooden beam and pull yourself up. Pull the lever here to make some platforms appear from the wall of the chamber. Do a standing jump across to the first platform. Now stand at the outside corner and do a standing jump and grab over to the next platform. Pull yourself up and drop down and hang from the outermost edge. Drop and grab onto the platform below and then drop to the floor of the chamber.





PRO TIPS

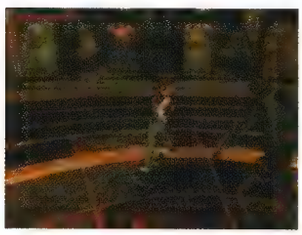
TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

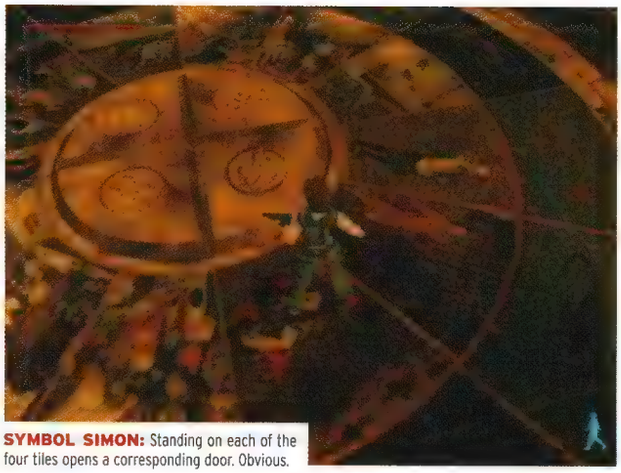
THE HALL OF SEASONS

OPERATING THE FLOOR SWITCH

When you first enter the Hall of Seasons it can take a long time to work out what you're meant to be doing. To save you hours of aimless and annoying wandering, here's how to open the right doors using the switch in the middle of the floor.

On the floor in the centre of the hall is a raised circular section divided into four segments, each one bearing a different symbol. Surrounding the hall are lots of doors, and each of these has a





SYMBOL SIMON: Standing on each of the four tiles opens a corresponding door. Obvious.

symbol hanging from the ceiling in front of it. Stand on one of the segments until it is flush with the floor. As soon as it's flush, you'll notice that three adjacent doors open around the hall. You should also notice that beyond each door is another symbol hanging from the ceiling. You need to go through the door that has the same symbol as the segment hanging from the ceiling beyond the door – NOT in front of it – and pull a lever to open another door that leads into another chamber. Sounds confusing, but you'll soon get the idea.

If you go through the correct door and pull the lever, you'll be able to enter one of four chambers: Breath of Hades, Sanctuary of Flame, Wrath of Beast or Neptune's Hall. In each of these is a crystal that you must collect (trickier than it sounds!). When you've got a crystal, bring it back to the Hall of Seasons and place it into the relevant plaque near the hall's entrance.

If you go through the wrong door and pull the wrong lever, you'll fall through the floor and have to work your way round a kind of archaic – and deadly – obstacle course to a rudimentary lift device that takes you back to the Hall of Seasons. And then you still have to get the right door.

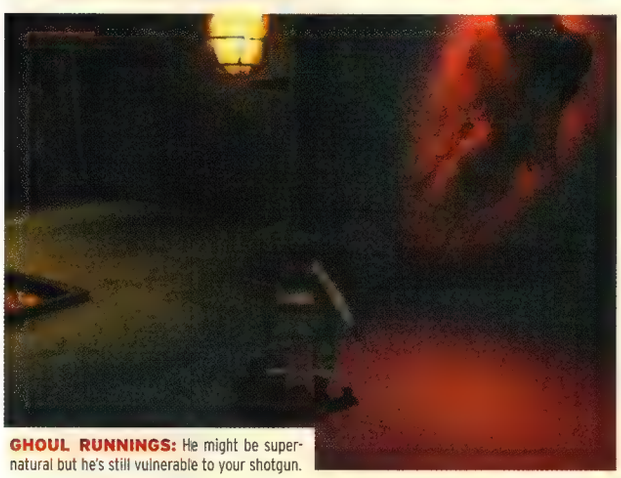
THE HALL OF SEASONS

DEFEATING THE SPIRIT

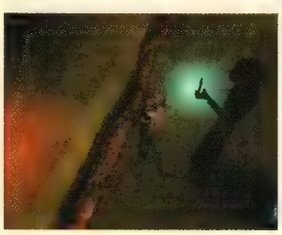
The idea here isn't to actually defeat the spirit (which isn't possible), but to steal the first Obscura Painting from its chamber. It's fiddly and illogical, but persevere and you'll have it beaten eventually.

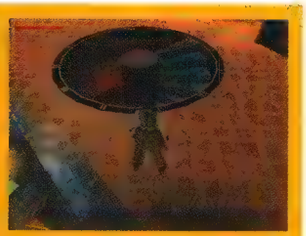
Run around the outside of the room and collect all the items while avoiding the spirit as best you can. Eventually, one of the statues around the tomb on the central stage will emit a blue light. When it does, stand in the vicinity of the statue, but not too close or else the light will change to one of the other statues. Equip the shotgun and shoot the spirit as it rushes towards you. Side-step out of the way before it reaches you and, when it stops moving, quickly walk to the statue (which has to still be glowing) and grab

the First Obscura Painting that it's holding. If you don't do this quickly enough, the light will extinguish and move to one of the other statues and you'll have to try again. Once you've nabbed the First Obscura Painting, head back through the chamber entrance.



GHOUL RUNNINGS: He might be supernatural but he's still vulnerable to your shotgun.





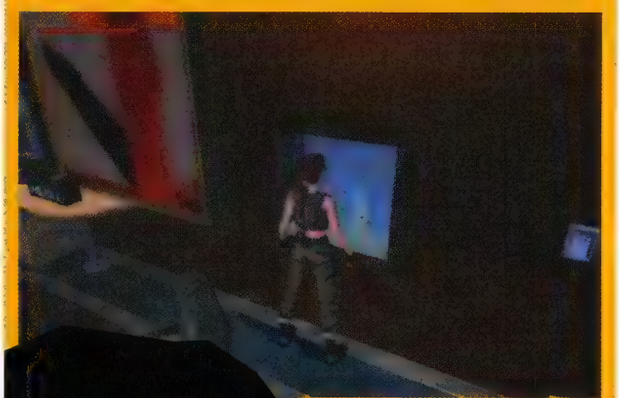
THE MONSTRUM CRIMESCENE

FINDING THE LAST OBSCURA PAINTING

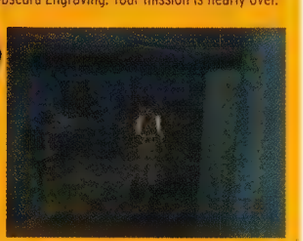
Hidden away somewhere inside Mathias Vasiley's premises is the fifth Obscura Painting. Of course, it's not simply hanging on the wall in plain sight, but is, in fact, very well hidden. Here's how to find it.

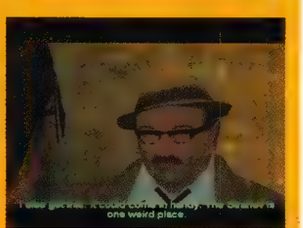
Climb the spiral staircase and follow the landing until you come to a chest of drawers sitting in the middle of the floor. Push the drawers towards the scaffold tower. This action upgrades Lara's upper body strength. Climb on to the drawers and jump up on to the scaffold tower. Jump and grab up to the next level of the scaffold and do a running jump over to the platform to the left of the arch window. Pull the chain twice to reveal a Small Medipack behind a cabinet on the ground floor. Instead of going down to collect it, do a running jump over to the platform on the other side of the arch window. Pull the chain until the front of the grandfather clock springs open. Hang and drop from the scaffold and make your way back down the spiral staircase.

Collect the Small Medipack and then go across to the grandfather clock. Use the D-pad to turn the hands to 3 o'clock. Go down the steps that have appeared. Look at each of the display cabinets in turn to gain some information and another entry in Von Croy's Notebook. Pick up the Vasiley Full Fax, which is lying on the floor in front of the desk. Now stand next to the painting behind the desk and use the D-pad to enter the code from the Vasiley Full Fax (31597). When the painting has slid back, take the Last Obscura Engraving from the alcove. Head back up the stairs and exit through the door you originally entered Vasiley's premises by.



CASE FOR YOUR FACE: It's the final Obscura Engraving. Your mission is nearly over.





THE STRAHOV FORTRESS

THE STACKED BOXES PUZZLE

As it's the Cabal's headquarters, it'll be no surprise that the Strahov is something of a security stronghold. However, one of the toughest challenges you'll face inside the fortress is this box puzzle. Here's where to push/pull those boxes.

Before you start, give yourself some peace by shooting the guard dog that's on the other side of the fence (another dog will appear in a moment). Now, push the plain box up against the fence and then push it up against the stacked boxes. Jump on to the box, then push the box that's in front of it up against the wall. Jump up on to that box and pull the highest box towards the fence. Walk around to the other side of the box and push it the rest of the way towards the fence. This action upgrades Lara's lower body strength. Jump down from the boxes (don't go over the fence yet) and head into the central area. To the right you should see two boxes stacked on top of each other – get behind them and push them to the opposite wall, so they are below the air-con unit. Once in position, jump up and climb on to the boxes and turn the valve wheel to switch off the steam escaping from the pipes by the fence. Jump back down and return to the boxes by the fence. Climb up to the highest box and jump up to grab on to the overhead pipe. Tuck Lara's legs up (press △), shimmy along the pipe and drop down once you've cleared the fence.

TIP TOE AND SON: You have to complete an old box stack puzzle to make your way up here.

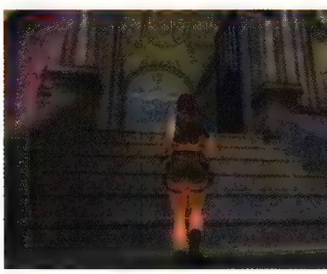
TERMINATOR X: The paper with the cross holds the key to opening the double doors.

BIO-RESEARCH FACILITY

GETTING PAST THE PLANT GUARDING THE DOOR

Your way forward inside this facility is eventually blocked by a giant shrub holding a door tightly closed. Here's how to administer the necessary weed killer that gets the plant to loosen its grip.

After the cutscene showing the plant closing the double doors, hop over the balcony railing and head up the stairs opposite the plant. To the left of the row of valve wheels is a table – push it out of the way so the pin board behind it is no longer obscured. The lowest piece of paper has a red 'X' drawn over it – this is the diagram that provides the answer to how to get the plant to release its grip on the double doors. On the side of the diagram are five symbols – each of these relates to a different valve wheel (a symbol also hangs above each valve wheel). Look closely at the diagram to see that three of the symbols are linked to the sketch of the plant with lines: the top two and the fourth one down. These are the valve wheels that you must turn. So, moving from left to right, turn the first, second and fourth valve wheels. Now pull the lever at the top of the stairs. Cross the room, go through the now-open doors and push open the large double doors beyond.

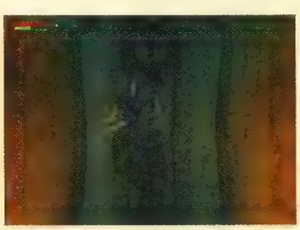


THE VAULT OF TROPHIES

THE KNIGHT STATUES PUZZLE

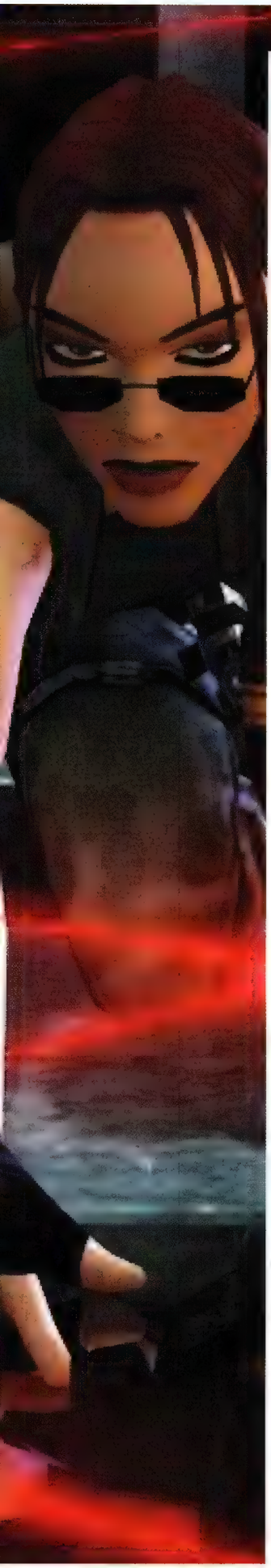
Although this isn't the most difficult puzzle, the fact that it's in an underwater chamber means you have little time to ponder over the solution. Here's how to locate both the correct knight statues and some air.

Swim across the chamber to a large stone tablet on the opposite wall. Read the tablet to find out that 'The brothers reunited see the gates thrown open'. Pictured on the tablet are two knights, and above them are the letters 'L' and 'V'. If you're running low on air, it's a good idea to kick through the bricked-up area just above the tablet and swim up into the air pocket before attempting the following section. At the foot of each of the knight statues in the chamber, at the rear of their plinths, there's a name. Behind each statue is a recess that houses a chain. Swim around the statues, find the ones named Vasiley (near the entrance) and Limoux (near the tablet) and pull the chains behind them to move them into the centre of the room. This opens an entrance in the chamber ceiling. Swim up through the entrance.



KNIGHT TO REMEMBER: Swim behind Vasiley and Limoux and throw the switches.

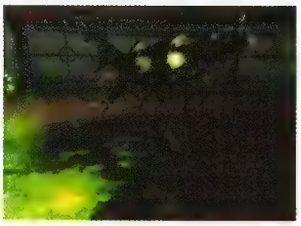
KNIGHT CLUB: Once you're done get out of there as quickly as possible before you cop it.



BOAZ RETURNS

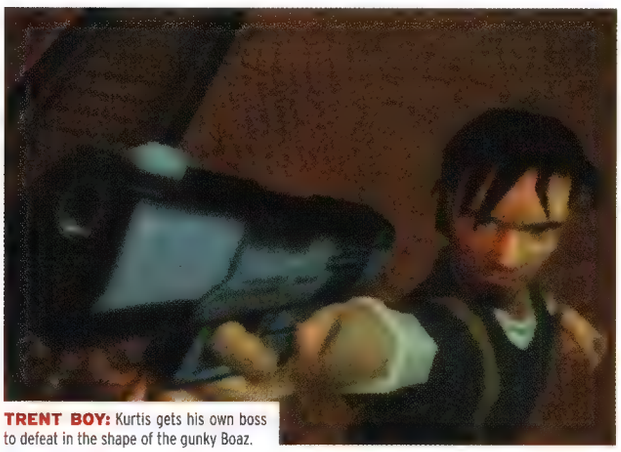
DEFEATING BOAZ

Playing as Kurtis, you must defeat this huge, ooze-spewing beast. The fiddly controls make it more difficult than it should be, but once you know what you should be doing, it's not too difficult. Here's how to turn Boaz into bug squat.

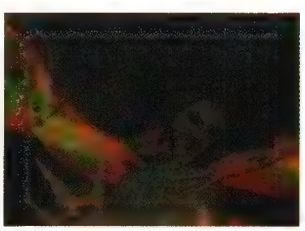


Draw your weapon and stand your ground as Boaz approaches. Shoot when your gun targets something and you'll hit a sac just below Boaz's mouth. Anticipate Boaz lunging at you and jump out of the way to avoid its mandibles, which can do severe damage if they make full contact. Once you've hit the sac below Boaz's mouth several times, it'll start firing green ooze from pods on the side of its body – you must shoot these pods to kill Boaz. Don't worry too much about being hit by the ooze as it doesn't seem to do too much damage to Kurtis. When you're shooting the pods, bear in mind that Kurtis will automatically target ones that have already been destroyed. To lock on to a 'live' pod (which are a more luminous green) press R3 to change targets. Boaz will eventually turn to face Kurtis again – shoot the sac below its mouth, dodge its claws and jaws and then take out the oozing pods when it changes attack. Repeat this until Boaz is down.

Just when you think the fight is over, Boaz emerges in a second form. Killing this insect mutation is simply a case of backing away while shooting it repeatedly.



TRENT BOY: Kurtis gets his own boss to defeat in the shape of the gunky Boaz.



BOAZ IN THE 'HOOD: Boaz comes back in a final shootable form before he's out of the game.

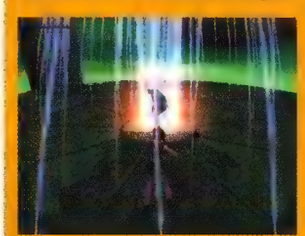
ECKHARDT ACT TO FOLLOW: He might look all powerful but just keep shooting him.

ECKHARDT'S LAB

DEFEATING ECKHARDT AND THE SLEEPER

Like the earlier battle against Boaz, once you know the trick to defeating Eckhardt, it's all very easy indeed. In fact, you shouldn't need to use any health items or even very much ammo! Here's how to secure your victory in the final showdown and ensure Lara's adventure has a happy ending.

After the cutscene showing Eckhardt and the Sleeper, a force field surrounds you, preventing you from leaving the central area. Assume the stealth crawl position (▲ + R2) immediately. Stay low to avoid Eckhardt's energy blasts (which alternate between lightning and fire) and use the right analogue stick to keep a check on his whereabouts. Stand up as soon as Eckhardt begins



creating clones of himself and arm yourself with a weapon (preferably the Viper SMG or Mag Vega), then target one of the clones. Don't try shooting them yet, however. When three clones have been created, they run through the force field into the central area. Shoot the clone you have targeted as it runs towards the other two clones. Keep shooting when they merge into one and become Eckhardt. And he's outside the force field now. Watch for spots of energy on the floor as these indicate where energy will shower down all around you. Keep shooting Eckhardt until he drops to his knees. Approach him and a cutscene will show Lara stabbing Eckhardt with one of the Periapt Shards. Repeat this process twice more and Eckhardt will be defeated.

After the cutscene showing Karel appearing and the third Periapt shard being plunged into Eckhardt, run to Eckhardt's body and take Eckhardt's Glove

from the floor. While you do this, watch out for Karel's energy blasts, although they aren't too difficult to avoid. Once you have the glove, run to the pillar to the left of Eckhardt (if you're looking at him) and press the button located at the back. Between the pillar with the button and Eckhardt's slumped body is a ladder leading up to a metal walkway that runs around the outside of the chamber. Climb the ladder and follow the walkway around to the left. Climb the next ladder that you come to, head left at the top and follow the walkway around to the opposite side. Go past the console with the star shape on it and up the ladder just beyond it on the right-hand side. Follow the walkway around to the left until you come to a section of the walkway that juts out towards the Sleeper. Stand on the section of walkway that juts out and take a running jump towards the Sleeper...

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DEF JAM VENDETTA
DEUS EX
DEVIL MAY CRY
DRAKAN: THE ANCIENTS' GATES
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TEKKEN TAG TOURNAMENT
TENCHU: WRATH OF HEAVEN
THE GETAWAY
THE LORD OF THE RINGS: THE TWO TOWERS
THE LORD OF THE RINGS: THE FELLOWSHIP OF THE RING
THE MARK OF KRI
THE SIMPSONS: ROAD RAGE
THE SIMS
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TIGER WOODS PGA TOUR 2002
TIGER WOODS PGA TOUR 2003
TIMESPLITTERS
TOCA RACE DRIVER
TOM CLANCY'S GHOST RECON
TONY HAWK'S PRO SKATER 3
TONY HAWK'S PRO SKATER 4
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PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

STARSKY & HUTCH

PART 1 **LOAD UP ON** stubbies, eat a pile of hotdogs and learn about the World Series. Then you'll breeze through this top class shooting/driving game hybrid. Then consult our guide for all the hidden bits and bonuses you missed...

AIM OF THE GAME

Bay City is crawling with all types of crim. Pushers, pimps, hijackers and hostage-takers all need to feel the cardigan-clad wrath of two men in a Ford Torino. You've got to work your way through 16 missions, all of which involve drivin' and shootin'. But not only do you have to concentrate on putting holes in crim-mobiles, you've gotta keep the audience happy too. Lose all your viewers and it's adios amigo. So make sure you drive like Kylie's watching from the stands and ensure your shooting's sharper than a a Saturday Night Fever suit.

PAIR PLAY

Play this with a friend. It'll be easier, more satisfying and just a whole heap more fun. Trust us. If you haven't got a friend, get on the Internet and buy yourself one. Oh, and if you don't already own a lightgun, pop to the shops now and get one – it's essential for the co-op mode. If you own a steering wheel too, even better.

WHAT WE SAID...

PSM2 ISSUE #36 June 2003

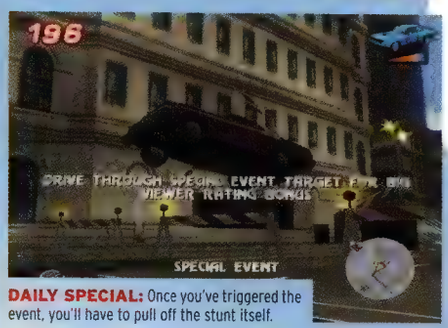
"It's all reasonably pretty, but where are the awe-inspiring lighting effects, and the jaw-dropping explosions? The freakin' *cardigan*?"

WHAT WE SAY NOW

Visually it stands up well, and is a surprisingly good use of a wonky licence and one that's well worth checking out in these lean summer months.

77

RING PIECE: If you spot a spinning star icon anywhere you can trigger a silly Special Event.



DAILY SPECIAL: Once you've triggered the event, you'll have to pull off the stunt itself.

SEASON GUIDE

This guide tells you where to find every last Huggy Token and Key Fob in all 18 levels. The location references (eg, CN16) refer to positions on the Bay City Map opposite, so pay attention. We're also going to help you complete those fiddly secondary objectives.

SEASON 1
EPISODE 1

Secondary Objective: Destroy 20 cardboard boxes. You can either run over them or, in two-player mode, have a mate shoot them, which is easier.

Key Fob: On the footbridge that connects the south part of areas CN08 and CN09

Huggy Token 1: The east end of CN30, in the Cafe Pool area.

Huggy Token 2: On top of Shelton's, a shop in the north part of CN16.

EPISODE 2

Secondary Objective: Shoot 20 gas cannisters. There are only about 26, so you can't afford to miss many. Get all of them on the jump and the first corner, and you'll do well. There are more at the central square, by the Key Fob, before the first weapon pick-up, and two sets on the road leading to Nu Auto repairs.

Key Fob: Under the building by the traffic lights, at the south end of CN21.

Huggy Token 1: Just after the first ramp outside the cop shop.

Huggy Token 2: Right in the very north east of CN33, inside a cafe.

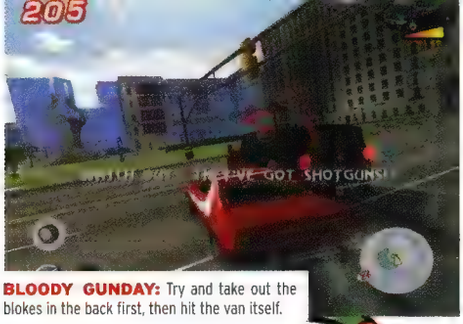
EPISODE 3

Secondary Objective: Eliminate all Junk Yard suspects.

Key Fob: Just opposite the entrance to the junkyard is a section you can get to by ramming down the fence – it's behind some barrels.

Huggy Token 1: The roller rink at the east end of DT21.

Huggy Token 2: This can change depending on the route you take – it will either be on the raised shop paving section (east end of CN33), or in the train ▸



BLOODY GUNDAY: Try and take out the blokes in the back first, then hit the van itself.

BOOM WITH A VIEW: Shooting barrels at appropriate moments will help damage vehicles.

TOP TIPS

1 Pull back when you jump to get more height and distance. Previously unreachable power-ups can be won this way, and it will earn you more VR, too.

2 Handbrake turns can stop you slamming into brick walls, but they kill your speed, so use them wisely. Braking should be done fairly rarely, and skidding for ages also boosts VR.

3 The first time you complete a mission, concentrate on the primary objective. If you see a Huggy Token or other bonus off the beaten track, don't slow down or detour to get it if it means your prey might get away from you, but do remember where it is for the next time.

4 You'll usually have a route marked on the map by a dotted white line, but it's not always the quickest way to get where you need to go. Since each mission is pretty quick to complete once you know how, you can always mess about and experiment a little with shortcuts.

5 Just to make absolutely sure – if you see a red target, always shoot it. If you see a blue target, never shoot it.

6 If you're chasing a car, you will probably follow a looping route several times over before killing it (cars in the '70s could apparently absorb hundreds of bullets), so don't shoot icons you don't need, they may be more useful to you next time around.

7 Hitting a civilian car is a guaranteed ratings dip, but barely missing one will actually give you a little boost. The same goes for civilians themselves.

8 Shooting traffic lights will stop/start traffic and boost VR (albeit very slightly) – if you've got enough time, you can actually hit them multiple times before you pass them.

9 When you get the 'Watch Out!' message, make sure you're going either very fast or very slow, because something is probably going to ram you from an unexpected direction.

10 The best way to destroy a vehicle quickly is to trap it somewhere, preferably in some kind of corner, and force it to keep trying to reverse to get out. Ramming it will do lots of damage, and you can constantly shoot it, too.

BAY CITY MAP

City Limits 2
CN03
CN04
Rail Line Jump
Swann's Apartment
Steep bank between roads
Concrete Tunnel
CN11
CN13
CN09
Car Park jump
CN08
Gas 'n' Go
City Hall
CN16
Law Court
CN22
CN24
CN23
CN10
City Limits 3
CN21
Rail Station
CN18
CN19
CN12
Huggy's Pit
CN29
CN14
CN28
Bay City Bank
CN20
Prison
CN36
DT01
CN27
CN26
Police Central
Broken Bridge Jump
CN37
Rail Line Jump
CN25
CN31
CN34
CN35
Police Armoury
DT05
CN30
Paolo's Italian Diner
CN33
DT12
DT02
DT03
CN32
Drive Thru Mail
Nu Auto Repairs
DT05
CN39
DT01
DT10
CN38
Louie's Chop Shop
Paolo's Pork Factory
DS09
DT17
DT18
DT22
DT04
DS05
DS08
U.G Car Park
CN40
Police 9th Precinct
Drive Thru Roller Disco
DS13
DT08
DS16
Huggy's Bar
DT16
Airport Terminal
DS07
DT21
DT14
DT09
DT20
DT24
DS15
DS27
DT19
DT29
Concrete Tunnel
Draw Bridge
DT28
DT27
DT13
DT23
DT26
DT25
DT31
DT32
DT33
DS24
Carlton's Bar
Carlton's Black Jacks Casino
DT30
Spiral Car Park
DT34
Drive Thru Warehouses
DS14
DT15
Building Jump
Suspension Bridge (Rail & Road)
DS25
DT36
Paolo's Hideout
DS26
DT35
Junkyard
Cranes & Containers
Jetty

CENTRAL
DOCKSIDE
DOWNTOWN
OCEAN

SEASON GUIDE

▶ station, south of CN12. You'll need to drive along the tracks.

EPISODE 4

Secondary Objective: Destroy the Blue Car.

Key Fob: In the wasteground in DT09 – you need to smash through a shop on the left as you cross the bridge.
Huggy Token 1: CN20, in the park by the fountain.
Huggy Token 2: Right in the north east of of CN09, under an office building that's just before the billboard embankment.

EPISODE 5

Secondary Objective: Activate ten dockside containers. You have to shoot the special icons as you drive around the docks – so pay attention!

Key Fob: Hidden behind some containers in DS19 is a ramp, exiting near the petrol station.
Huggy Token 1: The fun freeway jump at the start of dockside, near DS27.
Huggy Token 2: The harbourside railway, past the second freighter – drive left down the track.

EPISODE 6

Secondary Objective: Jump over five transporters.

Key Fob: In the underground car park, near the southern entrance, in DS16.
Huggy Token 1: On the pipe jump, behind containers in DS13.
Huggy Token 2: On the grass verge at the side of the road, right on a bend in DS05.

SEASON 2
EPISODE 1

Secondary Objective: Shooting accuracy at 75% or above.

Key Fob: At the east end of CN35, virtually directly across from the road to the broken bridge, on a ledge.
Huggy Token 1: DT21 – yes, right behind you when you start. You have to jump over the truck.
Huggy Token 2: The storm drain jump, DT10/DT03.

EPISODE 2

Secondary Objective: Destroy 50 cardboard boxes.

Key Fob: You know the car park jump bit in the south area of DT10? This key fob can be found just before that, inside a shop on the corner.
Huggy Token 1: The hidden section of the junkyard (jump over the fence to get it).
Huggy Token 2: South part of DT16, just past the park. It's behind the wall on the right hand side, near the dual carriageway.

EPISODE 3

Secondary Objective: Don't shoot the Swanns' car.

Key Fob: This is at the south end of the freeway, on the back of an 18-wheeler.
Huggy Token 1: In the concrete wall section of the freeway, it's between two of them.
Huggy Token 2: This varies depending on the route you take – it's either on the south side of CN40, behind some crates in front of the B*Mart, or near the exit of the Film Studio, south side of OC14.

EPISODE 4

Secondary Objective: Hit no more than three cars on the way to the casino.

Key Fob: In the storm drain, at the broken bridge jump.
Huggy Token 1: On the lifting bridge, you can't miss it.
Huggy Token 2: On a corner in CN39, behind some fences you can smash through.

EPISODE 5

Secondary Objective: Smash ten store fronts (see map).

Key Fob: On the narrow bridge above the quarry in DS03.
Huggy Token 1: Take the alternate route to the first checkpoint – first right, then left through the alleyway, over a special jump.
Huggy Token 2: This is right in the middle of CN26; on the doughnut jump.

BEAST ANGLIA: There's a surprise appearance by Harry Potter and his flying Ford.

EPISODE 6

Secondary Objective: Don't cross any red lights when trailing the truck. You can just shoot at any reds that you encounter, but obviously don't get cocky at this point and try to shoot them too many times.

Key Fob: Between DT21 and DT10 there's a little jump over a garden bed, and you'll find it just after that.
Huggy Token 1: Inside Deb's Cafe, on the corner of DT09.
Huggy Token 2: On the jump by the freeway up-ramp, DS27.

SEASON 3
EPISODE 1

Secondary Objective: Don't shoot the police (although ramming them is still fine).

Key Fob: There's a jump near the alley that links DT32 and DT33 – it's on that.
Huggy Token 1 and 2: Both tokens are above a train jump, the first to the left of the crossing with the police cars lined up in front of it, the second on the left hand side of the tracks as you chase the van. You need to be at top speed to make it.

EPISODE 2

Secondary Objective: knock over 20 fire hydrants (they're the yellow things).

Key Fob: You'll find it inside a container in DS20.
Huggy Token 1: In the underground car park.

UNLOCKABLES

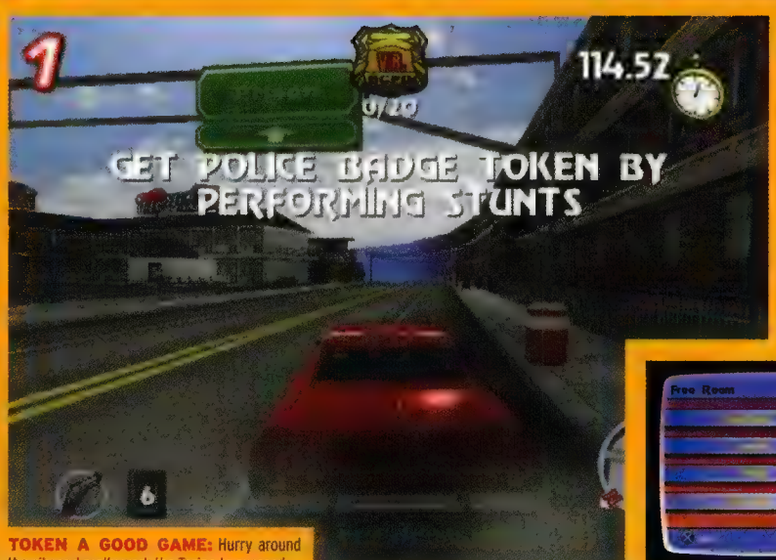
Here's a quick reminder of everything you need in order to unlock those gorgeous extras:

SEASONS 2 AND 3
SEASON 2:
1x gold, 2x silver, 3x bronze
SEASON 3:
3x gold, 4x silver, 5x bronze

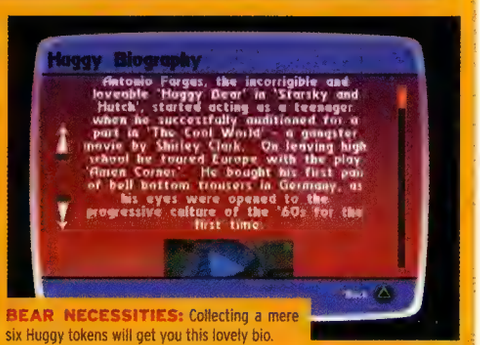
FREE ROAM
Ocean: 4x gold badges
Dockside: 6x gold badges

TV SPECIALS
Racing Special:
3x secondary objectives completed
Stunt Special:
10x secondary objectives completed
Shooting Special:
18x secondary objectives completed

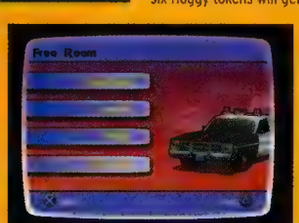
LOCKER
Play Movie: 2x Huggy Tokens
Play Music: 4x Huggy Tokens
Huggy Biography: 6x Huggy Tokens
TV Snaps: 10x Huggy Tokens
Huggy Snaps: 14x Huggy Tokens
Huggy Interview: 16x Huggy Tokens



TOKEN A GOOD GAME: Hurry around the city and really work the Torino to succeed.


Huggy Biography
Antonio Forges, the incorrigible and lovenable 'Huggy Bear' in 'Starsky and Hutch', started acting as a teenager when he successfully auditioned for a part in 'The Cool World' – a gangster movie by Shirley Clark. On leaving high school he toured Europe with the play 'Amen Corner'. He bought his first pair of bell bottom trousers in Germany, as his eyes were opened to the progressive culture of the '60s for the first time.

BEAR NECESSITIES: Collecting a mere six Huggy tokens will get you this lovely bio.



PISTOL FASHION: Getting hold of the Uzi is a great help when stopping the prison bus.

Huggy Token 2: This can be randomly found in one of three places; by the fountain opposite the hotel (OC13), at the end of the pier in the docks, or in the mall, behind glass in the centre.

EPISODE 3

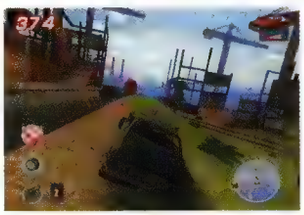
Secondary Objective: Avoid ramming the Striped Tomato more than three times.

Key Fob: Behind a building on the back lot of the Film Studio on OC14 – drive up the wooden ramp and you'll see it.
Huggy Token 1: In the building site on DS01, inside a pipe suspended by a crane.
Huggy Token 2: In the back lot of the studio again, this time inside an open window.

EPISODE 4

Secondary Objective: Don't collide with any civilian traffic.

Key Fob: Inside a crate near the motel, between central and downtown area CN40, east end.
Huggy Token 1: In a department store window on the corner of CN21 (west).
Huggy Token 2: Again, this is dependent on the route you take; on the back of an 18-wheeler in the Gas 'n' Go, just past the train lines (north side of DT05), or in the lake of the park (the east end of DT18).



EPISODE 5

Secondary Objective: Shoot at least 25% of the bombs.

Key Fob: Depending on the route; in the top crate of a pick-up truck south of the mall (DS05/CN38), in the subway (CN39/DS09), inside the fish restaurant of the mall (DS08), or inside the Metro medical store, which is again in the mall (DS08).
Huggy Token 1: This is either won by jumping over the moving truck by the west entrance to the car park (DS05/DS07), or by beating the train in a race, which is at the crossing opposite the south entrance to the car park (DS15/DS27).
Huggy Token 2: This is at that hillside jump (OC10) – hopefully you haven't killed the van before this point!

SHOT STUFF: Whenever you see someone with an exclam mark above 'em, shoot 'em dead.

EPISODE 6

Secondary Objective: Shoot the Scorpion car – it flies over the freeway (left to right) as you chase the truck; you only have to tag it once.

Key Fob: Inside the first warehouse, there's a jump over some destructible crates – you have to have full speed and a perfect angle. Be warned: it's a very tough jump to make.
Huggy Token 1: Inside the warehouse from which the 18-wheeler emerges.
Huggy Token 2: Inside the 18-wheeler's trailer, which will explode if shot enough times.

EXPERT TIPS

SEASON 1 EPISODE 5
Louie Apgar's car needs to be protected at all costs, so losing track of it is a very bad idea. It's more important than ever not to accidentally ram a lamp post or lose control and skid out. Equally, you can no longer just hammer R1 and aim roughly for the targets – shooting Louie is clearly ill-advised. The same principles can be applied to the other standard protect mission Season 2 Episode 3.

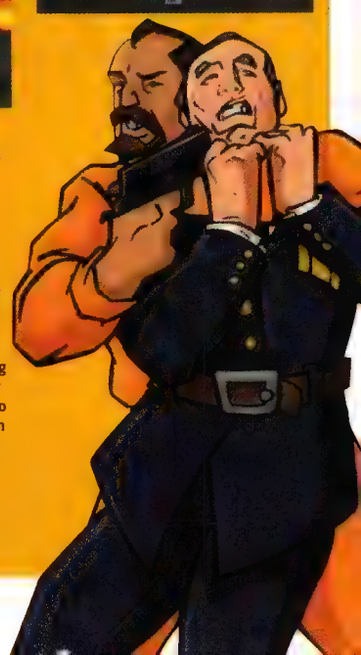
SEASON 2 EPISODE 2
Eddie Swann is in a taxi with a load of hoodlums. They are all individually targettable, so you have to keep a very sharp eye out when firing. This means you can't concentrate wholly on driving while you blast away – yes, the dreaded double-tasking.

SEASON 2 EPISODE 5
This one is particularly demanding, and the first time that VR becomes of secondary importance. Not only are there strictly timed checkpoints to hit, but they randomly vary, so the route can change quite significantly, and the last section inside the pork processing factory can be extremely disorientating. The way onward is sometimes through a load of crates or a window – look out for ramps, and it might be best to ignore the route on the map, since it goes all over the place. Only stop worrying about time when you get to the last area of the factory, where you have to shoot the conveyor belt and rescue Tami.

SEASON 3 EPISODE 4
A protect mission, but with a difference. The Senator's limo can only be hit a finite number of times before the mission is failed – by you, or by the assassins that line the route (which, of course, can vary). Don't race past the limo too far to clear the route, because often they won't appear on the roadside until she passes. Many of the assassins have alternate means of killing them (they're standing next to an explosive barrel, etc), but don't obsess about using these if it will mean getting the Senator shot. Although there are eight snipers to kill, you don't actually have to take them all out, as long as the Senator survives and gets to her destination.

SEASON 3 EPISODE 5
For this mission, a certain optimum distance needs to be kept from the bomb-tossing van. Too close and the bombs will either hit you or fly by too fast, too far away and they'll explode before you get to them. Obviously going the wrong way by mistake, or getting halted somehow and letting them get a lead on you is a VERY bad thing. It's easy for your VR to run out if you let too much devastation occur, but once you've done it a few times and have sussed his route, you can concentrate on keeping him in sight and targetting the bombs.

SEASON 3 EPISODE 6
Obviously, the last level of the game is going to be a tough cookie. The first section alone is crucial, even though you're only driving along picking up VR tokens. You need to maximise your rating before reaching the pork factory, because there are few opportunities to top it up inside. Once you've killed the 20 or so villains around the place, you need to stop the 18-wheeler before it reaches the city limits – no mean feat given the huge amount of damage it can take, and the fact that it's protected by a van that tosses bombs at you. VR will be tight, so shoot all the bonuses you can, and keep your eyes peeled for jumps and weapon pickups. If you roll it, or stop for any reason, catching up to the 18-wheeler again will take precious time you could have spent shooting it.



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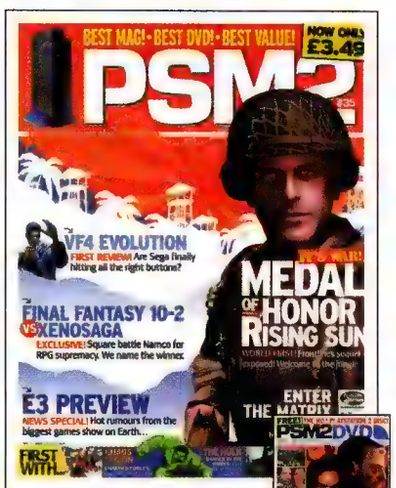

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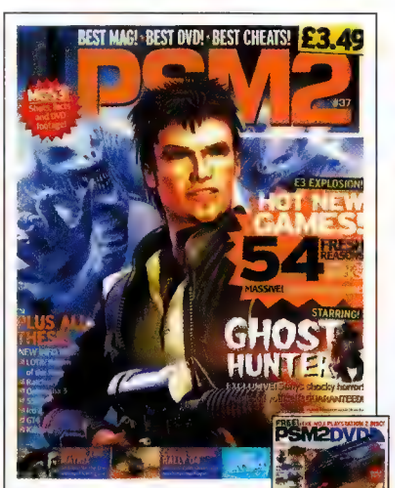

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PISTON PACKING: Targeting's as easy as you like. Just point and hit R1.

FLY REAL: See that? That's a hoverbike. Unseat its rider and you can pilot it.

EXPECTED UK OCTOBER

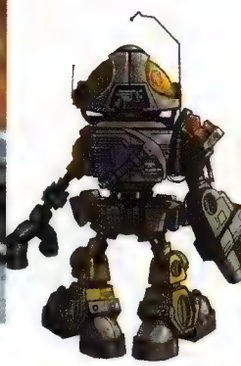
METAL ARMS: GLITCH IN THE MACHINE

Who's a cute wickle wobot then? Go on, give us a hug with those met... Gaaak... Kaaahhhah! <snap>.

OK, we admit it. There's a fair proportion of the team who like, no scratch that, 'get excited' by the prospect of robot games. So when a chance to play a mechanised marauder with the ability to possess other droids comes along you'll find at least, oooo, say 60% of us gently rubbing the turning screws on our adjustables in anticipation.

The Idea: We told you last month that you're a 'bot up against the evil machinations of General Corrosive, which still remains true. What we didn't tell you was that, as a result, you get to battle your way across 50 levels with more cool weapons than a bag-full of Bonds.

Best Features: AND coolest of the 18 death dealers is the Tether Gun. Fire this into the data chip on the back of 12 different foes and you'll instantly possess their steel-lined souls. Which is a bit special when you're cornered in one of the out-gunned moments of trigger pounding this game spits up. All you do, once your back is against the wall, is take control of the biggest frikker among the advancing brigade and crank up the friendly fire. You remained rooted to the spot,



BIG RENDER: The framerate's pretty solid even when faced with massive areas like this.

VOICE BOXED: Hearing enemies scream like R2 as they scarper is reward enough.

admittedly, but the lack of movement is more than made up for with the access to awesome firepower. It's like being handed a smart bomb/turret gun at any point in the level you fancy.

Other bonuses include a highly destructible environment, plus some great enemy death animations that regularly sees pairs of severed legs pegging it about minus the bot's torso. Not only that, but shoot the smaller droids and they scream like R2D2 as they go down, plus there are also four pilotable vehicles. Sweet oil soaked genius in a can.

Bottom Line: Ultimately, this is ultraviolence in a pint-sized package – kind of like Clank going mental in the Citroën factory with a rocket launcher. The framerate's our only real gripe here, with things chunking up when there's multiple enemies onscreen. But when we say multiple, we're talking 20 to 30 at one sitting, which is still mighty impressive.

ANTICIPATION ★★★★

GRIP FEED: The great thing about the little 'bot is that he can carry weapons in both hands.

BREAKERS HARD: Hostile units collapse into washers much like *Ratchet & Clank*.

SMASH MACHINE: Shoot the surrounding environment and it'll also slowly come apart.

FELLA SOUL: You need to possess big units like this rather than fight them.

EXPECTED UK TBC

TRANSFORMERS ARMADA

It's a con. In fact it's several different types of con. But not just the traditional kinds of con that anyone over 20 will remember. Confused? Right... This is the new Transformers. Which fires up some interesting twists to this intergalactic scrap from Jap developers Winkysoft (snigger).

The Idea: Autobots – good. Decepticons – bad. They fight, they turn into vehicles, buildings collapse and we beam from ear to ear.

Best Features: Because this game is based upon the new cartoon series, we get the best of both the old *and* the new. Familiar faces like Optimus Prime, Jazz, Starscream and Galvatron are included in the rosta but they now come with the attractive add-on of the Minicons. These cute, almost cuddly, upgrades link into the Transformers bodies giving them extra abilities. So while Hotshot can still convert into a sports car, he can now also mutate into a chopper thanks to a quick Minicon upgrade. Which means the options for combat and mission types are instantly multiplied. Just look at the Destruction Minicon team; Buzzsaw, Drillbit and Dualor. There's no building that can withstand their assault, which throws up the possibility of rescue missions as well as street nuking just for the hell of it.

Bottom Line: You're in safe hands when it comes to the Japanese and mecha games, and the footage we've seen looks lush – especially in the transformations. So, with the new fervour for the cartoon series – along with some nostalgia – this has already got our adrenal glands squirting.

ANTICIPATION ★★★

FULL METAL RACKET: Unlike the cartoon series, the game favours guns rather than fists.

MENACE HOPPER: The game world's massive, lush and you can run, jump, drive and even fly through it.

MASK THE FAMILY: Looks like Galvatron's had a beard welded on since he first saw light of day back in the '80s.

EXPECTED UK OCTOBER 2003

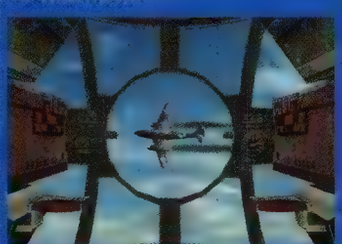
SWAT: GLOBAL STRIKE TEAM

The Idea: What we have here gentlemen, is a sit-u-ation. A situation that requires the special weapons and tactics of the toughest troopers in the US police force.

Best Features: Telling perps to get their goddamned hands in the air or you'll blow the sick scumbags away. Yep, using the *SOCOM* mic you can order crims to do certain things as you batter down the doors of the game's 21 missions. Whether they'll comply depends on a meter that appears above their heads. Red means you can cuff 'em, blue means they'll be as likely to lob a gas grenade as come quietly. If they do, and you haven't got your gas mask on, your aim'll go out the window as your character starts to cough and splutter. Smartness.

Bottom Line: Shouting at your AI team mates AND the enemy... Now that's what we call *SOCOM* with a megaphone on top.

ANTICIPATION ★★★



EXPECTED UK OCTOBER 2003

SECRET WEAPONS OVER NORMANDY

The Idea: Twix, Bounty, Snickers... Hide 'em all. Yes it's time to put those (groan) chocs away and taxi up to speed with this all new WW2 flight sim.

Best Features: It's from the same guy (Lawrence Holland) who was responsible for the very swish *X-Wing* and *Tie Fighter Star Wars* tie-ins on PC. What that means for us is a comparable size (30 missions), a hangar full of plot-driven reasons to dive-bomb both the Axis and Allies and 20 weird weapons to unlock. In fact, it's the reality of setting jets like the Me262 against Spitfires that's got us waggling our joysticks.

Bottom Line: Remember *MoH: Fighter Command*? Remember how it got dropped like a lead blimp as soon as *Frontline*'s success became apparent? Reason why? Flight sims are a niche interest. Perhaps the WW2 setting will be enough to broaden the appeal here, but we're doubtful.

ANTICIPATION ★★

BREAST IS REST: You don't have to chat to start the challenge, but it does give your fingers a break.

RIVER FEE TRICKS: Wheelie along the top of a bridge? Are you men... Oh, sorry. I was forgetting.

EXPECTED UK TBC

FREESTYLE METAL X

FIRST PLAY!

YIN-nin-nin-nin-nin. YIN-nin-nin-nin... The sound of the wasp-like motorcross engine is commonplace on PS2 these days. With six dirtbike titles out there already, Midway need to come up with something radically different to spice the mix. Thankfully, that's exactly what they've done.

The Idea: Get 'sick all over', so said the promo line that accompanied our first play of the game at this year's Midway Gamers Day. What this translates into is the ability to trick absolutely anywhere you like, rather than always getting involved in a round of tedious races.

Best Features: This *Hawk*-styled trick driven system means that it's all about the scores and the money you make, rather that being first to greet the chequered flag. But that's not the best feature. Oh no. What's ultimately cool about this game is that each environment you unlock is linked to the previous one, effectively increasing the area you can travel across performing challenges and tricks. As a result, by the end of the game, you're looking at eight huge areas to trick through. The graphics do suffer slightly due to this focus on size, but if you want big as well as clever, this one'll send you saddle sore.

Bottom Line: It's got more depth but less flare than something like *Freekstyle*. Get involved with chasing wolves, the human darts minigame or the level editor and the shortfall in looks is soon forgotten while you dig and dig and dig...

ANTICIPATION ★★★

REVERLY CRAVEN: It's a while before you get to unlock the nine pros, but Mayra's friendly enough.

BIKE IT A LOT: Getting the clutch/stunt button combos off pat is the hardest thing to master.

EXPECTED UK TBC

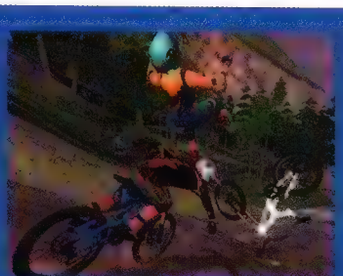
SHADOW HEARTS 2

The Idea: It's the return of Sacnoth's gothic horror RPG where your golf swing's as important as your ability to exercise demons.

Best Features: The judgement Ring combat system is back and improved but this time Alice, Yuri and Zhuzhen are absent. In their place are Nicole and Karen touring the occult world of Europe and the Far East in this 'All very Chinese Ghost Story'.

Bottom Line: There was a lot to like about the original and unfortunately an equal number of things to dislike. Good news is that at least one of the grippers has been healed. So long rendered backdrops and beta 3D – something which might nudge this ahead of the *Suikoden*s out there.

ANTICIPATION ★★



EXPECTED UK TBC

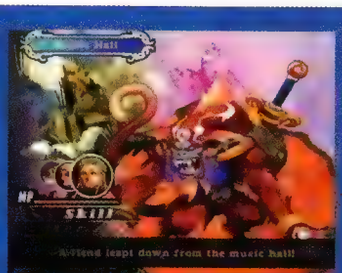
DOWNHILL DOMINATION

The Idea: Capitalising on EA's snowboarding approach to the mountains, Sony sneak in this rather sharp looking mountain bike title.

Best Features: It's Sony. It's a bike! but it's got so much more rattling away at the end of the derailleur twenty seven sheer tricks. It rides including five stars, 30 super tricks and lots of upgrades to your frame, gears and brakes. Sweetest of them all is the inclusion of combat tricks that allow you to stuff a stick in the spokes of any of the opposition. Mad meaty handlebars meets cliff face.

Bottom Line: Mountain bikes – the only extreme sport not covered? Or an attempt to wheelie on to the bandwagon? We'll let you know soon.

ANTICIPATION ★★★



EXPECTED UK SEPTEMBER 2003

UNLIMITED SAGA

The Idea: Seven noble young warriors journey out on an adventure to unlock seven ancient mysteries and save their world. Yeah like we haven't heard that one a MILLION times before.

Best Features: None. It may Will it from Square/Enix but this is way below even the Bouncer end of the spectrum. Ropey 2D animations. A 'reel' magic system that resembles a fruit machine and a plotline that's about as fresh as a corpses sock. Even the inclusion of the obligatory cute-but character can't lift this out of the quagmire of oldness it's wallowing in.

Bottom Line: If you get this rather than *Dark Chronicle* you deserve every minute of pain it'll dish out.

ANTICIPATION ★

EXPECTED UK SEPTEMBER 2003

ALTER ECHO

The Idea: A guy called Nevis gets transported to an alien world made of a material called Chaplasm. There he's called upon by the planet itself to save this heavily pink world from imminent demise.

Best Features: You think there's a lot to get your head round this. A skill that can mutate into three forms: Melee, Gun and Stealth. A sword combo system that opens up a 'gesture' minigame. A time dilation attack system that (sigh) yes! allows you to take out multiple targets in slo-mo.

Bottom Line: While we're happy to applaud the bizarreness of this one we're still not convinced after our most recent play. There's some dodgy camera work and repeated ragdoll effects on the enemies – just two immediate moans per review.

ANTICIPATION ★★

PLUSH IT GOOD: The '30s interiors come replete with chandeliers and Chesterfields.

CAP HAZARD: Missions create scenes straight out of period paparazzi shots.

FIRST LOOK!

EXPECTED UK AUTUMN 2003

MAFIA

BACK WHACKING: Contracts range from car heists, through hits, to all out turf war.

GROUP THUG: The 'gang' part of the equation makes fights tough.

From Once Upon a Time in America to Bugsy Malone, there's something about a wiseguy wearing stripes and spats that makes us all want to ride shotgun on a Studebaker... At least once.

The Idea: As the name suggests, the hook here is organised crime. Only with this game we're talking 'Gangster' about six decades before the 'Rap' was added. You play a 1930s taxi driver in the city of Lost Haven, who has become embroiled with the mob – but you don't want to escape. In fact, it's all very Goodfellas. Working your way through 20 missions you rise in respect from a car-stealing mook to the guy who whacked Don Morello. How's that for slick?

YOU GO BOSS: Don Sallieri's the man who dishes out the missions, of which there are 20.

Best Features: Although not every level is set outside, there's enough car action here to keep even fans of *Vice City* happy. Pick locks, hotwire the odd Cadillac and you're away through a period drama of zoot-suited pedestrians and retro skyscrapers. Just make sure you don't clip anything as the sweeping fender work is all fully deformable. As are the faces of your victims when you let loose with the 15 in-game weapons. Baseball bats and brass knuckles for some über brutality, and Tommy guns for when the G-men turn up. Regrettably, no ragtime Fat Sam's Grand Slam Speak Easy soundtrack, it's all very sniffy and orchestral.

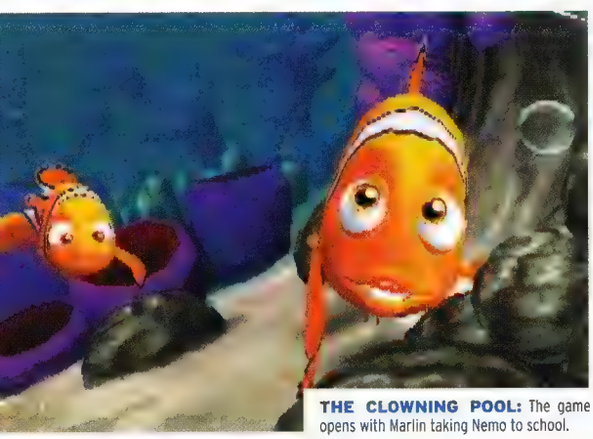
Bottom Line: Illusion Software, the coders behind the title, were also responsible for *Hidden and Dangerous* on Dreamcast. Which is where we get the jitters. This was the last time the company attempted a port from PC to console and, while the foot-based missions were OK, the vehicle related stuff sagged along. As far as framerates go, we're talking flick book animation with sticky thumbs. Now with early hands-on reports of this one also mentioning the 'F' word, our anticipation rating'll stay fragile until we see the code running.

ANTICIPATION★★★

BARREL LOYDE: The shotguns, like all the other weapons, are traditionally old-skool and large.

FLAP OF HONOUR: Run the sub-aquatic rapids of puffa fish and hot vents.

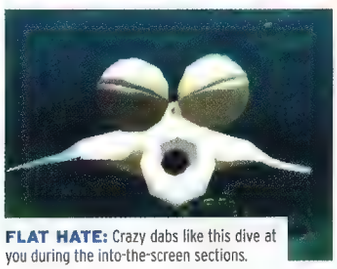
HOOP AND GLORY: These rings of bright water boost your speed temporarily.



THE CLOWNING POOL: The game opens with Marlin taking Nemo to school.

FIRST SHOTS!

GOING FOR HOLD: Despite his small fins, Nemo can still pick up and carry stones.



FLAT HATE: Crazy dabs like this dive at you during the into-the-screen sections.

EXPECTED UK SEPTEMBER 2003

FINDING NEMO

The Idea: Bobbing off the back of Pixar's latest kiddy pleaser, Traveller's Tales – the makers of *Haven* – bring us this 2D/3D platswimmer in the style of a *Nights/Klonoa* hybrid.

Best Features: Neat little touches abound in *Nemo's* aquarium. For instance, the animations of the fish flitting round the screen are highly accurate, with tails flicking about at an incredible rate. On top of that you can pick up gangs of blue Krill that loyally follow you around and take damage on your behalf, as well as opt for the occasional shortcut down a coral tunnel via a quick tap of ⊙. The sense of depth to the seas around the central characters – Nemo, Marlin or Dory – is really impressive, although you can't stray too far from the highly linear path that's been set out for you. You do switch from a side scrolling perspective to an 'into' or 'out-of-the-screen' one on occasions, but all views eventually lead to the end of one of 20 levels and nowhere else. Which isn't to say our first play of this was disappointing. It wasn't. In fact, it was pretty refreshing to find a kids game that will actually be played and enjoyed by kids. Simple, sweet and filled with great moments from the film, yet still not one for PSM2 readers, we fear.

Bottom Line: It's the old into-the-screen chase. If ever there was a master of this kind of thing, it's Traveller's Tales. Let's just hope they reserve it for the cash generators like this, and turn in something new and stunning for their up-coming *Justice League* game.

ANTICIPATION ★★

EXPECTED UK SEPTEMBER 2003

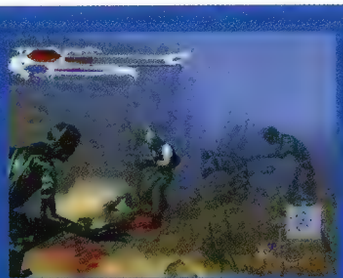
RUGBY 2004

The Idea: Talk about a licensed sound track. Bestiality's Best Boys, Two German Officers Crossed the Line and the unforgettable The Last Time I Met Her... Only choking. But if you've sung any of these while slashing in a pint glass, EA's *Rugby* is the only game you'll ever want to play.

Best Features: The bemani button bashing of the scrums returns alongside a host of fresh extras. There's now a two-player co-op mode, a chance to create your own custom leagues and players, as well as some play-by-play commentary from John Inverdale and Gordon Bray. All that and we haven't even touched on the five major tournaments, 65 arenas and 1500 strong player rosta.

Bottom Line: So, rugby by numbers then? No. Just rucking good gameplay.

ANTICIPATION ★★★★



EXPECTED UK 2004

ALTERED BEAST

The Idea: Yet another genetic outbreak. Yet another central character able to shapeshift. Yet another retro classic updated. So why have we given it a three star rating?

Best Features: Well, it's from Sega and, despite rumours of them going down the pan, their game pedigree is pretty consistent. Then there's the fact that you can warp into eight creatures including a werewolf, dragon and minotaur. And you can upgrade these beasts by manipulating their DNA. Doesn't quite sound like a PSM2 56 percenter now does it?

Bottom Line: Our biggest fear for this is that, as with *Shinobi*, we'll see a competent game rather than a ground-breaking one come launch.

ANTICIPATION ★★★

EXPECTED UK OCTOBER 2003

PITFALL HARRY

The Idea: Keep your homoerotic Rambo clones and your accurate crawls through the foliage of Burma, Harry's had jungle fever for years.

Best Features: Ahead of his time? Well as far as gameplay goes... sadly, no. This is a run-of-the-vine platformer in the vein of *Maximo*. Our hero pelts into the screen, he sneaks past monkeys, he protects himself from fire traps using a massive shield... It's all solid, all clever but so very much like stuff we've seen elsewhere. Which means all it takes to break the spell is one local in a war mask who you have to fight for over a minute to take out.

Bottom Line: We're reckoning this'll fall somewhere above the muddling of *Vexx* and yet still a country mile short of both the *Ratchet & Clanks*.

ANTICIPATION ★★

EXPECTED UK AUGUST 2003

SPLASHDOWN 2

The Idea: A shift of publishing house and a shift of gear as Rainbow Studios' wet racer returns for a second zip round the plunge pool.

Best Features: Well, it's difficult not to call the eight tracks on offer here dull – boats dropping from the sky, warps into theme park styled worlds... It's just that this is looking a lot more like the old *RC Revenge Pro* than anything else and we're not sure whether that's a good thing. The Seedoo handling is still sharp, the crew line-up suitably *SSX*, but the inordinate increase in background animations only detract from the trick action. Which, ultimately, just doesn't feel as solid as it once did.

Bottom Line: Still potentially the best water racer out there, this is looking more clutter than quality at the mo.

ANTICIPATION ★★

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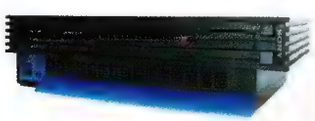

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California Love - Dr Dre and Tupac	111169
Magic Stick - Lil Kim feat 50 Cent	112682
03 Bonnie & Clyde - Jay Z/Beyonce	112327
Cant Let You Go - Fabolous	112628

nu metal

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Smooth Criminal - Alien Ant Farm	111377
Lifestyles Of The Ri... - G Charlotte	112388
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dance

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r n b

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rock

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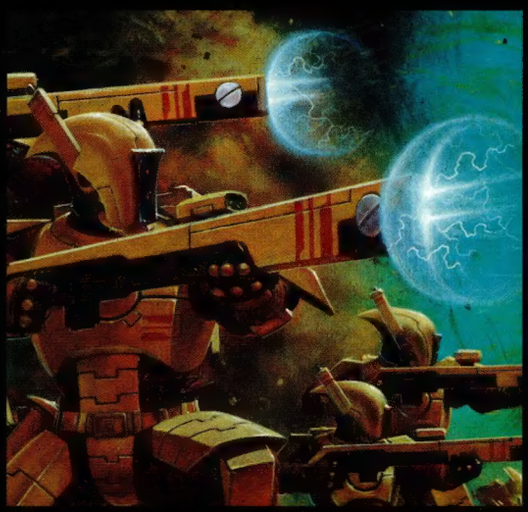

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